MAOYU
Archenemy and Hero
"Become mine, Hero" "I refuse!"
VOLUME 13
Art by
AKIRA ISHIDA
Original Work by
MAMARE TOUNO
Character Design by KEINOJOU MIZUTAMA and toi8

MAOYU
Archenemy and Hero
CHAPTER 41

Archenemy and Hero CHAPTER 41

I Didn't Fall in Love With the Hero So He Would Save Me

MAOYU

Archenemy and Hero

"Become mine, Hero" "I refuse!"

Art by
AKIRA ISHIDA

Original Work by
MAMARE TOUNO

Character Design by KEINOJOU MIZUTAMA and toi8

Archenemy and Hero CHAPTER 41
I Didn't Fall in Love With the Hero So He Would Save Me

Art by
AKIRA ISHIDA

Original Work by
MAMARE TOUNO

Character Design by KEINOJOU MIZUTAMA and toi8

MAOYU

VOLUME 13

Art by **AKIRA ISHIDA**

Original Work by **MAMARE TOUNO**

Character Design by KEINOJOU MIZUTAMA and toi8

CHAPTER 41 Archenemy and Hero 001

I Did Not Fall in Love With the Hero So You Would Save Me

CHAPTER 42 Archenemy and Hero 053

There is Always an Answer (Though It's Not the Same For Everyone)

CHAPTER 43 Archenemy and Hero 091

This City... is Important to Me

MAOYU

Archenemy and Hero

"Become mine, Hero" "I refuse!"

Volume 13

Art by
AKIRA ISHIDA

Original Work by
MAMARE TOUNO

Character Design by KEINOJOU MIZUTAMA and toi8

COLUMN PAGE
Daisuke Takenouchi (Recca-sha)
Masataka Nomura

Lectures on Archenemy and Hero
Outline of volume.12

He invades and captures the Midnight Sun Kingdom before sending his forces into the Iron Kingdom. The Southern Kingdoms organize an army led by the Female Knight. They engage the Blue Demons on the Squill Fields of the Iron Kingdom, and a fierce battle breaks out. However, in the midst of battle the advance unit of the Royal Prince Marshal and Archbishop's Third Holy Key Expeditionary Force appears. They begin indiscriminately attacking both armies. Though the Female Knight's strategy drives back the advance unit, the Blue Demon army is destroyed, and the Southern Confederation's army suffers serious losses. The Hero and Seal King are seriously injured when they are shot during the battle, but the Hero is rescued by the arriving mercenaries. The Blue Demon's problem is unexpectedly resolved when a lone mercenary ends the life of the Seal King.

The rest of the Holy Key Expeditionary Force, however, remains stationed in the Midnight Sun Kingdom and shows signs of invading the Spirit World. It is inevitable that the flames of war will reach Gateway City. The Holy Key Expeditionary Force possesses great quantities of a powerful weapon known as the musket. How will they handle a massive army of 200,000 soldiers? They leap out of the frying pan and into the fire. The Demon Queen and Hero find themselves troubled by a new problem.

It has been three years since the dramatic meeting of the Demon Queen and Hero. Through their efforts that began in the Human World's Overwinter Village, the world is changing little by little. In the Southern Kingdoms of the Winter, Iron, and Ice Kingdoms, the lives of the people improve considerably. The three kingdoms form the Three Kingdom Trade Alliance, establishing their economic and spiritual independence from the Holy Kingdom and Central Church of Holy Light. Additionally, as a result of covert diplomatic negotiations, four nations on the continent's eastern end align with the southern nations, resulting in the formation of the Southern Confederation. This new confederation is led by the Lonely Winter King.

Meanwhile, the Demon Queen returns temporarily to the Spirit World where she holds a grand conference of the demon clans known as a Kurultai and appeals to the clan chiefs to cease hostilities against humans. During this time, the Blue Demon prince (known as the Seal King of Blue Demons) plots to assassinate the Demon Queen. Despite being gravely wounded, the queen survives. The Hero, who had been calling himself the Black Knight, reveals his true identity to the clan chiefs and tells them about the Demon Queen's secret desire. As a result, the chiefs renew their devotion to the Demon Queen, bringing their clans closer together.

After his failed assassination attempt of the Demon Queen, the Seal King invades the Human World.

SUMMARY OF MAOYU VOLUME 12

Lectures on Archenemy and Hero
Outline of volume.12

It has been three years since the dramatic meeting of the Demon Queen and Hero. Through their efforts that began in the Human World's Overwinter Village, the world is changing little by little. In the Southern Kingdoms of the Winter, Iron, and Ice Kingdoms, the lives of the people improve considerably. The three kingdoms form the Three Kingdom Trade Alliance, establishing their economic and spiritual independence from the Holy Kingdom and Central Church of Holy Light. Additionally, as a result of covert diplomatic negotiations, four nations on the continent's eastern end align with the southern nations, resulting in the formation of the Southern Confederation. This new confederation is led by the Lonely Winter King.

Meanwhile, the Demon Queen returns temporarily to the Spirit World where she holds a grand conference of the demon clans known as a Kurultai and appeals to the clan chiefs to cease hostilities against humans. During this time, the Blue Demon prince (known as the Seal King of Blue Demons) plots to assassinate the Demon Queen. Despite being gravely wounded, the queen survives. The Hero, who had been calling himself the Black Knight, reveals his true identity to the clan chiefs and tells them about the Demon Queen's secret desire. As a result, the chiefs renew their devotion to the Demon Queen, bringing their clans closer together.

After his failed assassination attempt of the Demon Queen, the Seal King invades the Human World.

He invades and captures the Midnight Sun Kingdom before sending his forces into the Iron Kingdom. The Southern Kingdoms organize an army led by the Female Knight. They engage the Blue Demons on the Squill Fields of the Iron Kingdom, and a fierce battle breaks out. However, in the midst of battle the advance unit of the Royal Prince Marshal and Archbishop's Third Holy Key Expeditionary Force appears. They begin indiscriminately attacking both armies. Though the Female Knight's strategy drives back the advance unit, the Blue Demon army is destroyed, and the Southern Confederation's army suffers serious losses. The Hero and Seal King are seriously injured when they are shot during the battle, but the Hero is rescued by the arriving mercenaries. The Blue Demon's problem is unexpectedly resolved when a lone mercenary ends the life of the Seal King.

The rest of the Holy Key Expeditionary Force, however, remains stationed in the Midnight Sun Kingdom and shows signs of invading the Spirit World. It is inevitable that the flames of war will reach Gateway City. The Holy Key Expeditionary Force possesses great quantities of a powerful weapon known as the musket. How will they handle a massive army of 200,000 soldiers? They leap out of the frying pan and into the fire. The Demon Queen and Hero find themselves troubled by a new problem.

THE HERO

A young man working with the Demon Queen. Despite his great strength, he is rather openhearted, and he travels the land to make the Demon Queen's dreams reality He is trusted by the monarchs of the Southern Confederation and the clan chiefs of the Spirit World.

THE FEMALE KNIGHT

One of the Hero's former traveling companions. Though she is aware of the Demon Queen's true identity, she continues to help her. Currently she supports the Southern Kingdoms as the commander of their army.

THE FEMALE MAGICIAN

One of the Hero's former traveling companions and human world's most powerful magic user. Like the Demon Queen, she belongs to the Library Clan and possesses vast knowledge of the world

THE LONELY WINTER KING

The young king of the Winter Kingdom. Along with the Iron and Ice Kingdoms, he establishes his independence from the Central Continent. He decides to establish the Southern Confederation.

THE BUTLER

One of the Hero's former traveling companions. He serves the Lonely Winter King as his butler and gathers information.

THE YOUNG MUSICIAN

A Forest Song Clan girl who received the teachings of the Crimson Scholar. She is a traveling minstrel who wants to end the war using the power of music.

THE YOUNG ENGINEER

An Ogre Call boy who received the teachings of the Crimson Scholar He is working on construction projects in Gateway City and the Giant Cave.

THE SEAL KING OF THE BLUE DEMONS

Chief of the Blue Demon Clan

THE OGRE CALL PRIESTESS

Chief of the Ogre Call Clan.

THE PATTERNED CHIEF

Chief of the Humanoid Demon Clan

ARCHDUKE FIRE DRAGON

Chief of the Dragon Clan.

THE FAIRY QUEEN

Chief of the Fairy Clan

THE STEEL GENERAL

Chief of the Mechanical Clan.

THE GIANT COUNT

Chief of the Giant Clan.

DUKE SILVER TIGER

Chief of the Fanged Demon Clan.

THE DEMON QUEEN

Using the knowledge she gained from the Outer Library, the queen of demons seeks to reform the world. At the battle of the Squill Fields, she learns the technology to construct muskets was leaked. Though she was initially disheartened, she has steeled her resolve

THE CHIEF MAID

Has been caring for the Demon Queen since she was a child. She desires happiness for the Demon Queen and works to make the Demon Queen's dream come true.

THE YOUNGER MAID SISTER

A maid working in the Demon Queen's mansion Her gluttony opens her eyes to the world of cooking. Currently she accompanies the Noble's Son.

THE OLDER MAID SISTER

A girl who previously worked in the Demon Queen's mansion. She left the Demon Queen to search for her own purpose

THE ROYAL PRINCE MARSHAL

Younger brother of the Holy Kingdom's king and powerful hero of the Human World He leads the Third Holy Key Expeditionary Force.

THE COMMANDER OF THE EASTERN FORTRESS

Former captain of the Holy Key Expeditionary Force. Serving as the chief of the Gateway Clan composed of the residents of Gateway City, he helps manage the city.

THE LILY KNIGHT CAPTAIN

Captain of the Lily Knights who serve the Archbishop She pledges her loyalty to the teachings of the Church of Holy Light and the Archbishop.

THE ARCHBISHOP

Leader of the Church of Holy Light that worships the spirits of light. He accompanies the Third Holy Key Expeditionary Force in search of the Holy Relic.

PRINCESS FIRE DRAGON

Daughter of Archduke Fire Dragon As the demonic representative of Gateway City, she manages the cities policies.

THE YOUNG MERCHANT

Leader of the Merchant's Alliance, the Human World's largest economic organization He takes advantage of the changing situation to enact economic reform.

THE DEMON QUEEN

Using the knowledge she gained from the Outer Library, the queen of demons seeks to reform the world. At the battle of the Squill Fields, she learns the technology to construct muskets was leaked. Though she was initially disheartened, she has steeled her resolve.

THE CHIEF MAID

Has been caring for the Demon Queen since she was a child. She desires happiness for the Demon Queen and works to make the Demon Queen's dream come true.

THE YOUNGER MAID SISTER

A maid working in the Demon Queen's mansion. Her gluttony opens her eyes to the world of cooking. Currently she accompanies the Noble's Son.

THE OLDER MAID SISTER

A girl who previously worked in the Demon Queen's mansion. She left the Demon Queen to search for her own purpose.

THE ROYAL PRINCE MARSHAL

Younger brother of the Holy Kingdom's king and powerful hero of the Human World. He leads the Third Holy Key Expeditionary Force.

THE COMMANDER OF THE EASTERN FORTRESS

Former captain of the Holy Key Expeditionary Force. Serving as the chief of the Gateway Clan composed of the residents of Gateway City, he helps manage the city.

THE LILY KNIGHT CAPTAIN

Captain of the Lily Knights who serve the Archbishop. She pledges her loyalty to the teachings of the Church of Holy Light and the Archbishop.

THE ARCHBISHOP

Leader of the Church of Holy Light that worships the spirits of light. He accompanies the Third Holy Key Expeditionary Force in search of the Holy Relic.

PRINCESS FIRE DRAGON

Daughter of Archduke Fire Dragon. As the demonic representative of Gateway City, she manages the cities policies.

THE YOUNG MERCHANT

Leader of the Merchant's Alliance, the Human World's largest economic organization. He takes advantage of the changing situation to enact economic reform.

THE HERO

A young man working with the Demon Queen. Despite his great strength, he is rather openhearted, and he travels the land to make the Demon Queen's dreams reality. He is trusted by the monarchs of the Southern Confederation and the clan chiefs of the Spirit World.

THE FEMALE KNIGHT

One of the Hero's former traveling companions. Though she is aware of the Demon Queen's true identity, she continues to help her. Currently she supports the Southern Kingdoms as the commander of their army.

THE FEMALE MAGICIAN

One of the Hero's former traveling companions and human world's most powerful magic user. Like the Demon Queen, she belongs to the Library Clan and possesses vast knowledge of the world

THE LONELY WINTER KING

The young king of the Winter Kingdom Along with the Iron and Ice Kingdoms, he establishes his independence from the Central Continent. He decides to establish the Southern Confederation.

THE BUTLER

One of the Hero's former traveling companions. He serves the Lonely Winter King as his butler and gathers information.

THE SEAL KING OF THE BLUE DEMONS

Chief of the Blue Demon Clan

THE OGRE CALL PRIESTESS

Chief of the Ogre Call Clan.

THE PATTERNED CHIEF

Chief of the Humanoid Demon Clan

ARCHDUKE FIRE DRAGON

Chief of the Dragon Clan.

THE FAIRY QUEEN

Chief of the Fa ry Clan

THE STEEL GENERAL

Chief of the Mechanical Clan.

THE GIANT COUNT

Chief of the Giant Clan.

DUKE SILVER TIGER

Chief of the Fanged Demon Clan.

THE YOUNG MUSICIAN

A Forest Song Clan girl who received the teachings of the Crimson Scholar. She is a traveling minstrel who wants to end the war using the power of music.

THE YOUNG ENGINEER

An Ogre Call boy who received the teachings of the Crimson Scholar. He is working on construction projects in Gateway City and the Giant Cave.

LOCATION OF THE CHARACTERS

HERO

DEMON QUEEN

FEMALE KNIGHT

After the battle, the Demon Queen and Hero return to their mansion. Though the exact whereabouts of the Female Knight are unknown, she is likely staying in the village so she can be ready at a moment's notice.

LONELY WINTER KING

BUTLER

FAIRY QUEEN

The Lonely Winter King returns to the Winter Capital with the Fairy Queen. They agree to a ceasefire and reach a number of agreements that may eventually lead to a peace treaty.

YOUNGER MAID SISTER

SOLDIER'S SON

The Younger Maid Sister remains in the Iron Capital where she went to refine her culinary skills. The Soldier's Son returns to the capital as well and takes her with him as he meets with Duke Iron Tiger

OLDER MAID SISTER

NOBLE'S SON

Having completed her investigation in the Holy Capital, the Older Maid sister travels to the Midnight Sun Kingdom to join the Noble's Son, where she becomes the new captain of the mercenary company. Keep a close eye on her future movements.

YOUNG MERCHANT

FEMALE MAGICIAN

The Female Magician magically transports the Young Merchant from Gateway City to the Alliance's base of operations in the Lake Capital. He begins taking steps to stop the Holy Key Expeditionary Force.

ROYAL PRINCE MARSHAL

ARCHBISHOP

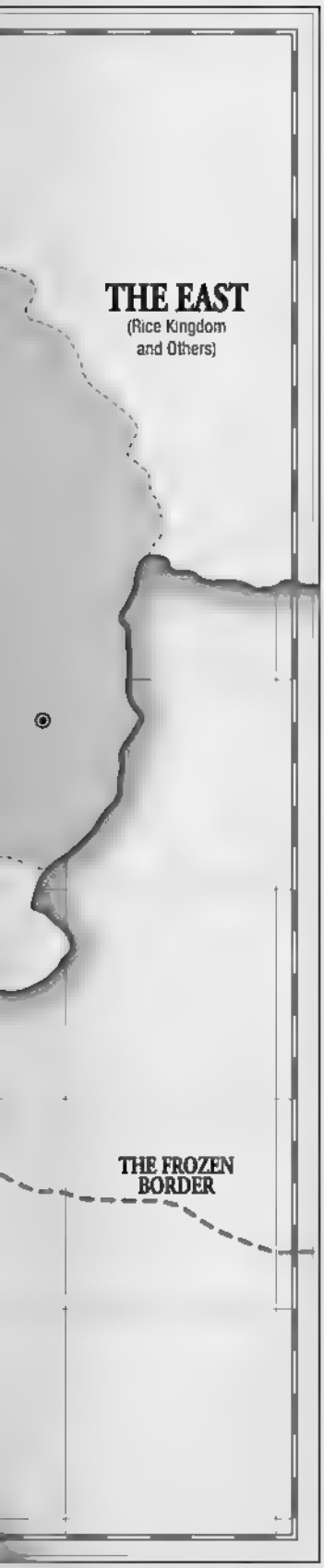
After the battle of the Squill Fields, the Royal Prince Marshal and Archbishop lead the Holy Key Expeditionary Force into the Midnight Sun Kingdom. They are preparing to invade the Spirit World.

YOUNG ENGINEER

The bridge he was constructing in the Giant Cave at the remains of the Gate has been completed. The Alliance's Middle Aged Merchant hires him to construct walls for Gateway City

THE BATTLE OF THE SQUILL FIELDS

The Southern Kingdoms mobilized 10,000 soldiers for this battle. The combined forces of the Blue Demons' 25,000 soldiers and the former Midnight Sun Kingdom's soldiers meant the Blue Demon army had a numbers advantage. However, 8,000 Fanged Demon warriors led by Duke Silver Tiger appeared on the field, striking at the Blue Demon army's left flank with a surprise attack. As the Blue Demon army was forced to regroup, the Holy Key Expeditionary Force's advance unit of 30,000 men attacked from their right flank and indiscriminately opened fire. Because the Blue Demon army had an agreement with the Holy Kingdom and Church of Holy Lights, the rearguard was destroyed in an instant. Thrown into chaos, the Blue Demon army attempted to retreat, but the fire trap set by the Southern Kingdoms army attacked by the advance unit was waiting for them. The wetlands were transformed into a sea of fire, ending the battle. With nowhere to run, the Blue Demon army was destroyed in the middle of the wetlands. The Southern Kingdoms army lost 3,500 men, while the Holy Key Expeditionary Force lost 6,000.



HERO

DEMON QUEEN

FEMALE KNIGHT

After the battle, the Demon Queen and Hero return to their mansion. Though the exact whereabouts of the Female Knight are unknown, she is likely staying in the village so she can be ready at a moment's notice.

LONELY WINTER KING

BUTLER

FAIRY QUEEN

The Lonely Winter King returns to the Winter Capital with the Fairy Queen. They agree to a ceasefire and reach a number of agreements that may eventually lead to a peace treaty.

YOUNGER MAID SISTER

SOLDIER'S SON

The Younger Maid Sister remains in the Iron Capital where she went to refine her culinary skills. The Soldier's Son returns to the capital as well and takes her with him as he meets with Duke Iron Tiger

OLDER MAID SISTER

NOBLE'S SON

Having completed her investigation in the Holy Capital, the Older Maid sister travels to the Midnight Sun Kingdom to join the Noble's Son, where she becomes the new captain of the mercenary company. Keep a close eye on her future movements.

YOUNG MERCHANT

FEMALE MAGICIAN

The Female Magician magically transports the Young Merchant from Gateway City to the Alliance's base of operations in the Lake Capital. He begins taking steps to stop the Holy Key Expeditionary Force.

ROYAL PRINCE MARSHAL

ARCHBISHOP

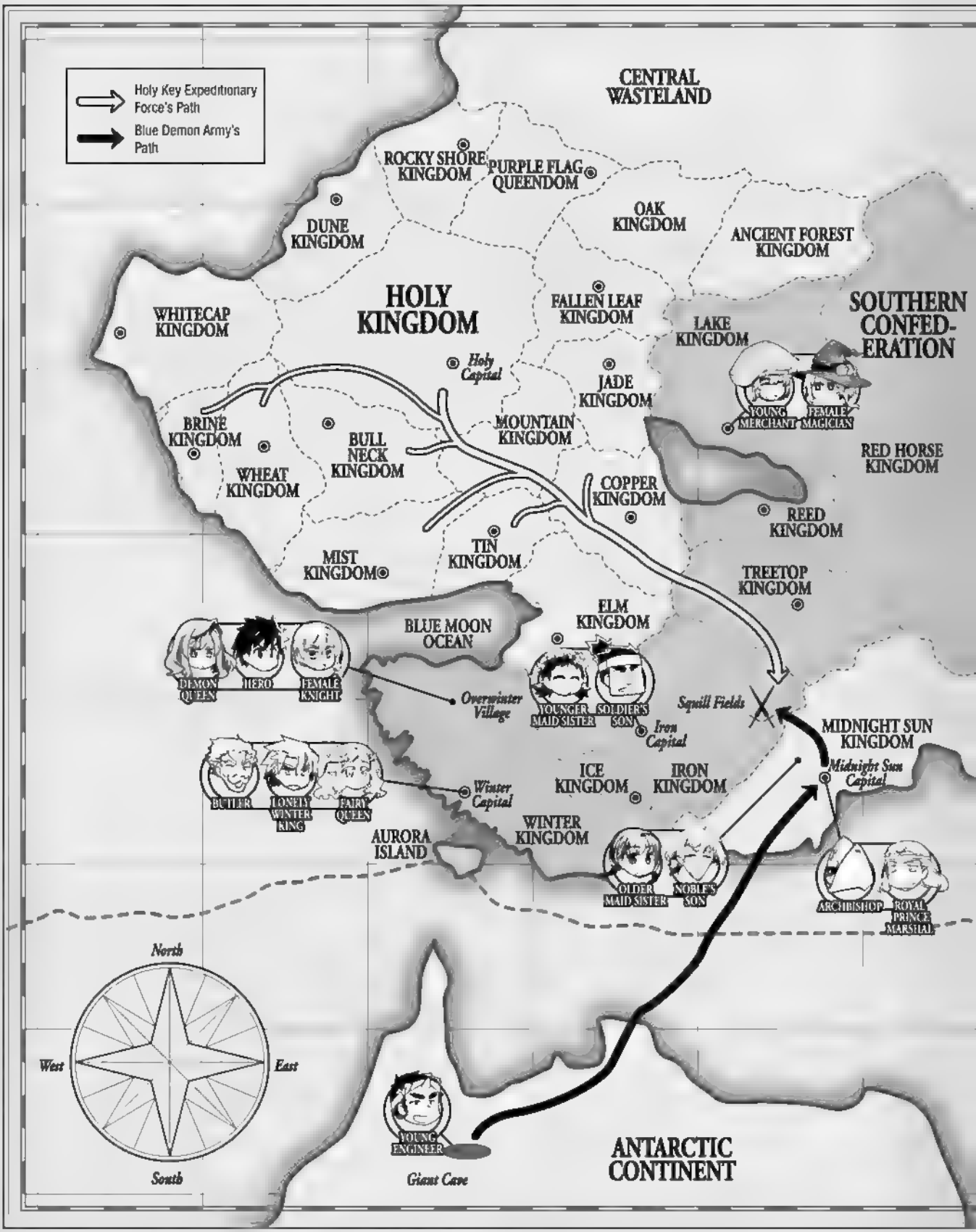
After the battle of the Squill Fields, the Royal Prince Marshal and Archbishop lead the Holy Key Expeditionary Force into the Midnight Sun Kingdom. They are preparing to invade the Spirit World.

YOUNG ENGINEER

The bridge he was constructing in the Giant Cave at the remains of the Gate has been completed. The Alliance's Middle Aged Merchant hires him to construct walls for Gateway City.

THE BATTLE OF THE SQUILL FIELDS

The Southern Kingdoms mobilized 10,000 soldiers for this battle. The combined forces of the Blue Demons' 25,000 soldiers and the former Midnight Sun Kingdom's soldiers meant the Blue Demon army had a numbers advantage. However, 8,000 Fanged Demon warriors led by Duke Silver Tiger appeared on the field, striking at the Blue Demon army's left flank with a surprise attack. As the Blue Demon army was forced to regroup, the Holy Key Expeditionary Force's advance unit of 30,000 men attacked from their right flank and indiscriminately opened fire. Because the Blue Demon army had an agreement with the Holy Kingdom and Church of Holy Lights, the rearguard was destroyed in an instant. Thrown into chaos, the Blue Demon army attempted to retreat, but the fire trap set by the Southern Kingdoms army attacked by the advance unit was waiting for them. The wetlands were transformed into a sea of fire, ending the battle. With nowhere to run, the Blue Demon army was destroyed in the middle of the wetlands. The Southern Kingdoms army lost 3,500 men, while the Holy Key Expeditionary Force lost 6,000.


Holy Key Expeditionary Force's Path
Blue Demon Army's Path
CENTRAL WASTELAND
ROCKY SHORE KINGDOM
PURPLE FLAG QUEENDOM
DUNE KINGDOM
OAK KINGDOM
ANCIENT FOREST KINGDOM
WHITECAP KINGDOM
HOLY KINGDOM
Holy Capital
FALLEN LEAF KINGDOM
SOUTHERN CONFED-ERATION
LAKE KINGDOM
YOUNG MERCHANT
FEMALE MAGICIAN
JADE KINGDOM
BRINE KINGDOM
BULL NECK KINGDOM
MOUNTAIN KINGDOM
RED HORSE KINGDOM
WHEAT KINGDOM
COPPER KINGDOM
REED KINGDOM
MIST KINGDOM
TIN KINGDOM
TREETOP KINGDOM
ELM KINGDOM
BLUE MOON OCEAN
DEMON QUEEN
HERO
FEMALE KNIGHT
Overwinter Village
YOUNGER MAID SISTER
SOLDIER'S SON
Iron Capital
Squill Fields
MIDNIGHT SUN KINGDOM
Midnight Sun Capital
BUTLER
LONELY WINTER KING
FAIRY QUEEN
Winter Capital
ICE KINGDOM
IRON KINGDOM
WINTER KINGDOM
AURORA ISLAND
OLDER MAID SISTER
NOBLE'S SON
ARCHBISHOP
ROYAL PRINCE MARSHAL
North
West
East
South
YOUNG ENGINEER
Giant Cave
ANTARCTIC CONTINENT

THIS GIRL ...?!
OUR... ... CAPTAIN ?!

I DON'T INTEND TO BE YOUR CAPTAIN.
THINK OF ME AS A STAND-IN.
WHEN THE TIME COMES, I HOPE ONE OF YOU...
...WILL BECOME THE NEW CAPTAIN.

ALSO, I'M NOT GOOD IN BATTLE.
I HAD SOME TRAINING WITH A SWORD...
...BUT I'VE NEVER COMMANDED ANYONE IN BATTLE...
...AND I DON'T BELIEVE I CAN.

THEN YOU'RE USELESS.
WHY ARE YOU OUR ACTING CAPTAIN?
I BELIEVE YOU WILL PROTECT ME FROM ANY FIGHTING.

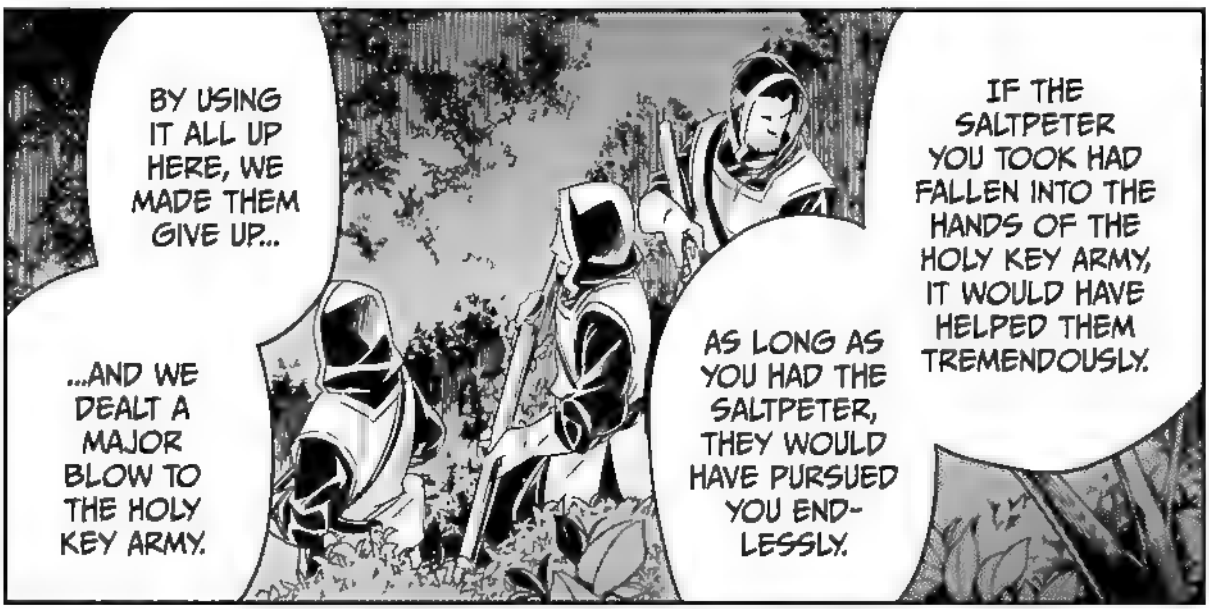
THERE IS SOMEWHERE I MUST GO NOW...
...AND I WILL REQUIRE PROTEC-TION.
I WILL PROTECT YOU FROM EVERYTHING ELSE.
THAT SHOULD BE A FAIR TRADE.
IS THIS GIRL ALL RIGHT IN THE HEAD?
SHE'S OUT OF HER MIND.
YEAH.
WHO IS THIS GIRL?
SHE'S NOT MAKING ANY SENSE.
MURMUR
CHATTER
CHATTER
ALL THE MASTER'S STUDENTS DEVELOP THAT BAD HABIT.
THE MORE SERIOUS THEY BECOME, THE CRAZIER THEY APPEAR.

WE'LL DECIDE BASED ON HOW YOU HANDLE THIS SITUATION.
WE DON'T HAVE TIME...
...TO DEBATE WHETHER OR NOT YOU'RE OUR CAPTAIN OR A STAND-IN.
IF WE DON'T RUN, THEY'LL KILL US!
IF YOU'D RATHER RUN, THEN YOU'RE NO CAPTAIN OF MINE.
TELL ME, WILL YOU RUN OR WILL YOU FIGHT?
...WHAT?
...MY ONLY CHOICES?
WHY ARE RUNNING AND FIGHTING ...

I CHOOSE BOTH.
THIS IS THE KIND OF BATTLE WE MUST BEGIN.
FIGHTING WHILE RUNNING.
STANDING MY GROUND AND REFUSING TO FIGHT.
ROAR
ゴォォ
I HAD NO IDEA LURING THEM IN AND BLOWING UP THE SALTPETER WOULD BE THIS EFFECTIVE...

IT IS THE SOURCE OF THE HOLY KEY ARMY'S MUSKETS' POWER.
TOGETHER, THEY MAKE BLACK POWDER.

SUL-FUR.
CHAR-COAL.
AND SALT-PETER.

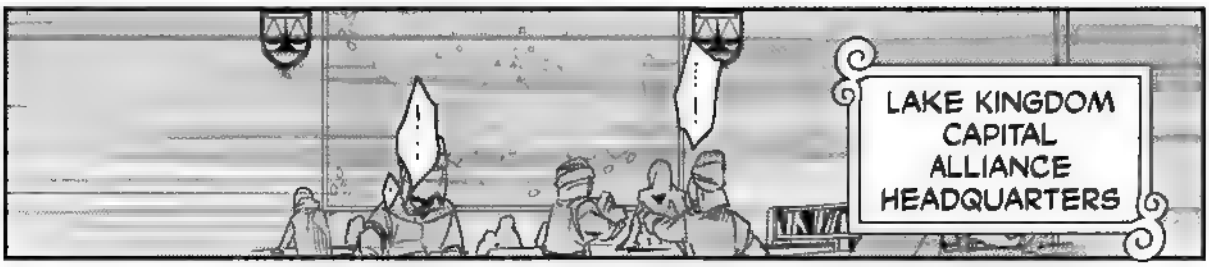

BY USING IT ALL UP HERE, WE MADE THEM GIVE UP...
...AND WE DEALT A MAJOR BLOW TO THE HOLY KEY ARMY.
AS LONG AS YOU HAD THE SALTPETER, THEY WOULD HAVE PURSUED YOU END-LESSLY.
IF THE SALTPETER YOU TOOK HAD FALLEN INTO THE HANDS OF THE HOLY KEY ARMY, IT WOULD HAVE HELPED THEM TREMENDOUSLY.

HAH.

WILL YOU ACCEPT ME AS YOUR ACTING CAPTAIN NOW?

THIS GIRL PUTS ON A GOOD SHOW!
SHE'S GOT GUTS!
SIS-TER!
ヒュー
WHISTLE
STAND-IN!
I AP-PROVE.
OOH!
おお！
OUR CAPTAIN TAUGHT US...
...TO TRUST OUR GUT.
OKAY, STAND-IN!
WHAT ARE WE GOING TO DO NOW?
FIRST WE WILL SNEAK INTO THE MIDNIGHT SUN KINGDOM.
?!
...THAT PLACE CRAWLING WITH HOLY KEY SOLDIERS ...?
YES.

AFTER GATHERING INFORMA-TION...
...WE WILL SEIZE A SHIP.


!
!
.....
LAKE KINGDOM CAPITAL ALLIANCE HEADQUARTERS

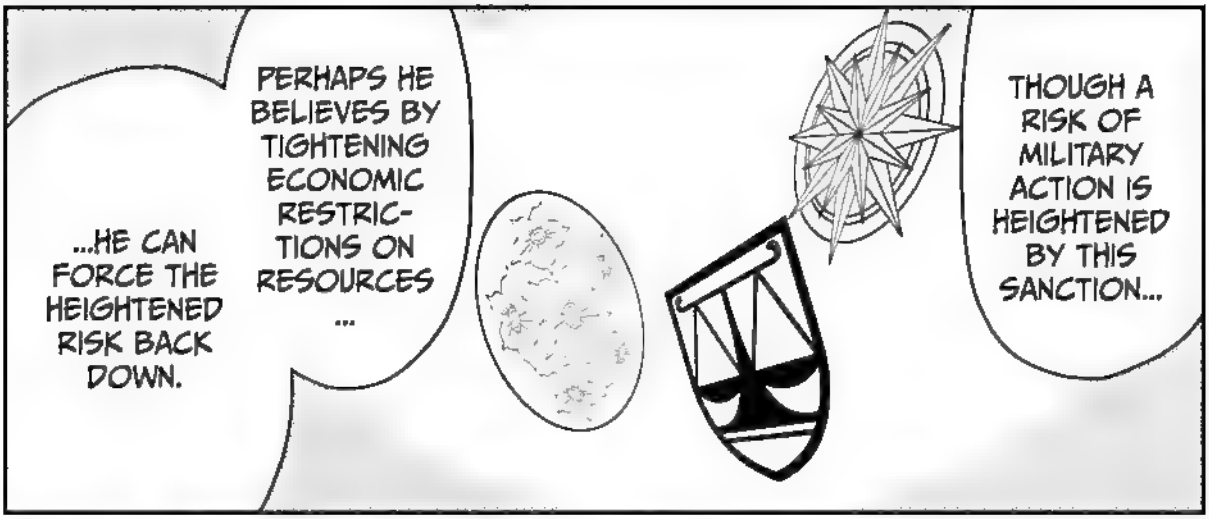
THE HEIGHTENED RESTRIC-TIONS ARE PAYING OFF.
THE SECRET WORKSHOPS AND IRON-WORKING GUILDS OF THE COPPER KINGDOM...
...ARE STRUGGLING WITH THE CHARCOAL SHORTAGE!
BUT IT'S STILL NOT ENOUGH.

SIXTY COINS?!
THAT'S MORE THAN THE CHAR-COAL IS WORTH!
RAISE THE MINIMUM CUSTOMS DUTY TO 60 GOLD COINS PER CART OF CHARCOAL.
WE'RE NOT DOING ENOUGH TO STOP THE WAR.
I'M NOT TRYING TO STOP THEM, BUT THIS THOUGHT-LESS DESTRUC-TION ISN'T GOOD FOR US, EITHER.
THE NOBLES' REQUEST TO INVADE THE SPIRIT WORLD TO TAKE MORE LAND...
...IS LIKE A FIRE BLAZING WITH THE CHURCH'S BLESSING.
IN-DEED.
THEIR AMBITION IS A FIERY MADNESS.
IF WE LET OUR GUARD DOWN, THEY WILL DESTROY US.
WE'RE DEAL-ING WITH THE HOLY KINGDOM AND THE CHURCH.

MERCHANTS KNOW THIS VERY WELL.
...WHAT AWAITS HIM IS DESTRUCTION.
WHEN THE USER IS CONTROLLED BY DESIRE...
BUT IT ONLY WORKS WHEN YOU CONTROL DESIRE AND USE IT AS A WEAPON.
USE IT WELL, AND YOU WILL PROSPER.
DESIRE IS PART OF HUMAN NATURE.
BUT CAN THEY CONTROL IT?

...MERCHANT'S SON?
ISN'T THAT RIGHT...
THOSE WHO CAN'T KEEP UP ARE CAST ASIDE.
THE MERCHANT'S WAR IS TURNING INTO A BLOODBATH.

THIS IS A SANCTION.
THEY'RE NOT DEFENDING THEMSELVES, THEY'RE ATTACKING.
SIXTY GOLD COINS?
WINTER KINGDOM ROYAL PALACE BUDGET COMPILATION ROOM


THOUGH A RISK OF MILITARY ACTION IS HEIGHTENED BY THIS SANCTION...
PERHAPS HE BELIEVES BY TIGHTENING ECONOMIC RESTRICTIONS ON RESOURCES ...
...HE CAN FORCE THE HEIGHTENED RISK BACK DOWN.

WHEW

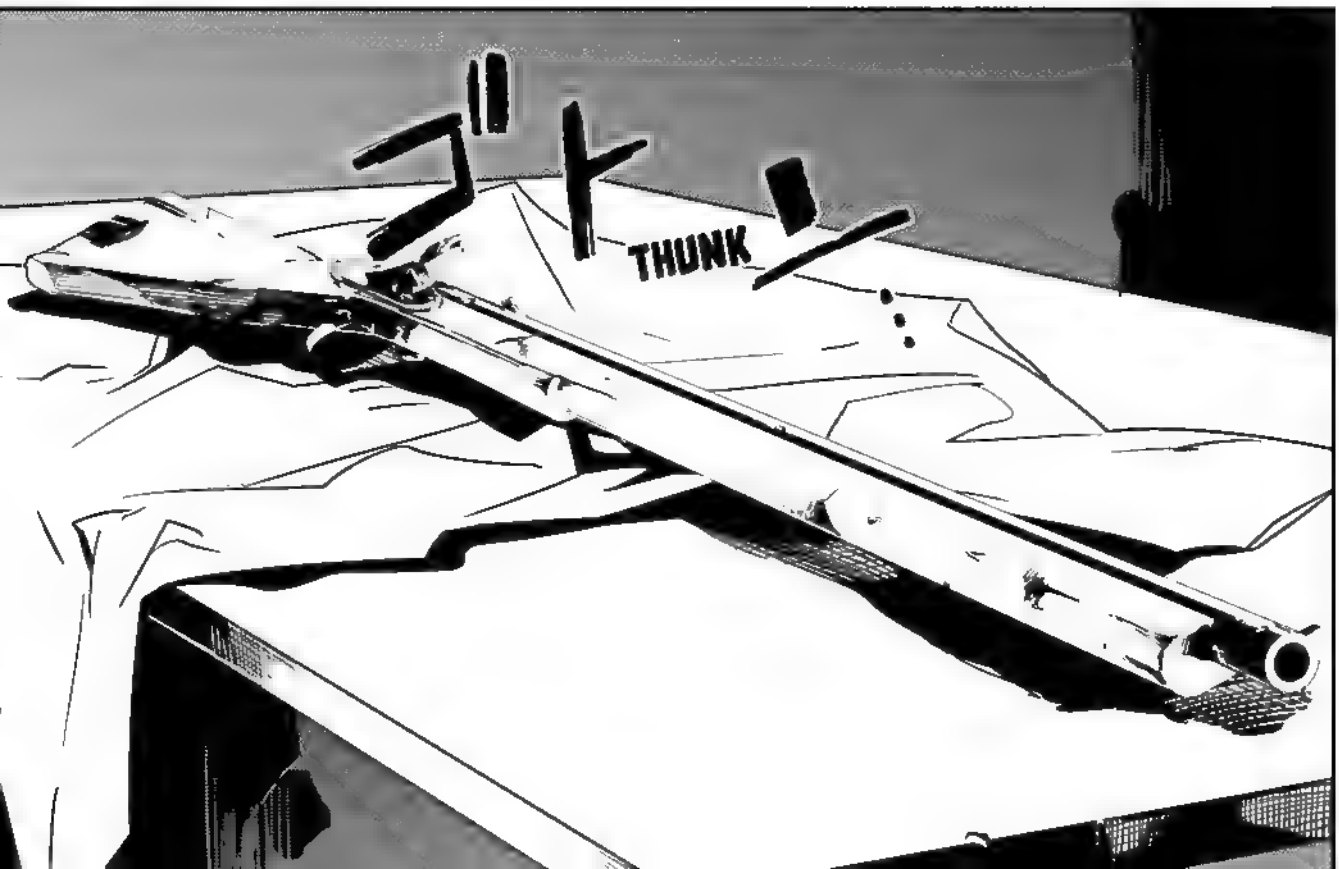
...A SIMPLE MERCHANT'S BRAT ISN'T STRONG ENOUGH TO FACE...
...THE ALLIANCE.

WHAT KIND OF SCARY LETTER?

WHAT'S WRONG?
WELL...
A FEARSOME MAN SENT ME A FEARSOME LETTER.

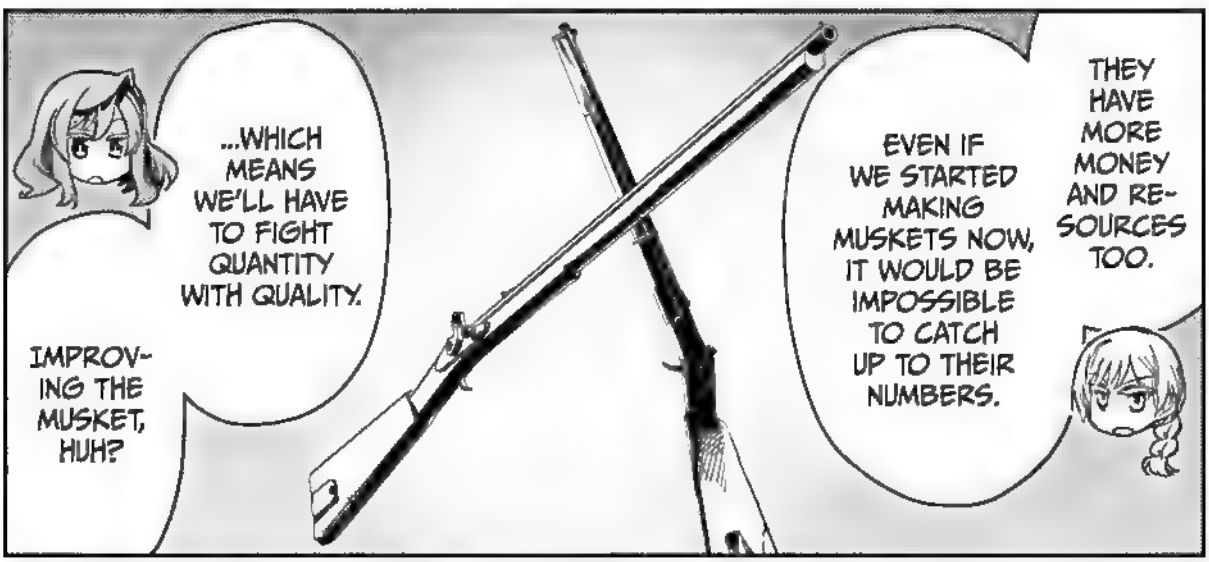
ISN'T THAT A NICE LETTER?
WHAT?
?
LET'S RAISE THE PRICE OF CHARCOAL SO THE PEOPLE WHO WANT TO FIGHT THE SOUTHERN CONFEDERATION...
THAT'S WHAT IT SAYS.
...CAN'T MAKE THEIR FEARSOME WEAPONS.
AM I WRONG?
NO.
THAT'S ONE WAY TO LOOK AT IT.
IF THEY MAKE WEAPONS ...
...THE PEOPLE OF THE ENEMY NATIONS WILL HAVE TO GO TO WAR TOO.
WAR IS BAD.
WHEN SOLDIERS DON'T RETURN FROM WAR, IT PUTS A BITTER TASTE IN YOUR MOUTH.

YES, SIR!
I'M NOT A DOG, THOUGH
HEY.
PUP.
...THE KING WILL HAVE TO PLAY THE BAD GUY AGAIN...
...BUT WE HAVE NO CHOICE.
I'LL RECOMMEND THE PLAN.
CLATTER
YES, SIR!
I'M GOING TO SEE THE KING. COME WITH ME.


THUNK

A MUSKET ...
YOU ACQUIRED ONE?
WE FOUND A FEW WHILE SEARCHING THE BATTLEFIELD.
THE DEMON QUEEN GAVE ME A ROUGH DESCRIPTION.
THE BIGGEST PROBLEM WE'RE FACING WITH THIS HOLY KEY EXPEDITIONARY FORCE...
...IS THEY'VE REALIZED THE TRAITS OF THE MUSKET...
...AND MADE EFFECTIVE USE OF THEM.
THE MUSKET'S DEFINING CHARACTERISTIC IS...
...IT TURNS NUMBERS INTO MILITARY POWER.
IF TWO FORCES FIGHT WITH THE SAME MUSKETS AND TACTICS...
...THE ARMY WITH MORE SOLDIERS WILL ALWAYS WIN.

YOU'RE RIGHT.
THEY OUTNUMBER US.
...IT WOULD BE DIFFICULT TO FIGHT THE HOLY KEY ARMY USING THE SAME METHODS.
...EVEN IF WE PREPARED OUR OWN MUSKETS...
WHICH MEANS...


...WHICH MEANS WE'LL HAVE TO FIGHT QUANTITY WITH QUALITY.
IMPROVING THE MUSKET, HUH?
EVEN IF WE STARTED MAKING MUSKETS NOW, IT WOULD BE IMPOSSIBLE TO CATCH UP TO THEIR NUMBERS.
THEY HAVE MORE MONEY AND RESOURCES TOO.

...
IS THERE ANY WAY TO INCREASE JUST ITS RANGE?

WITH GREATER RANGE, WE CAN ATTACK FROM OUTSIDE OUR ENEMIES' REACH.
WE CAN ATTACK WITHOUT SUFFERING ATTACKS OURSELVES.

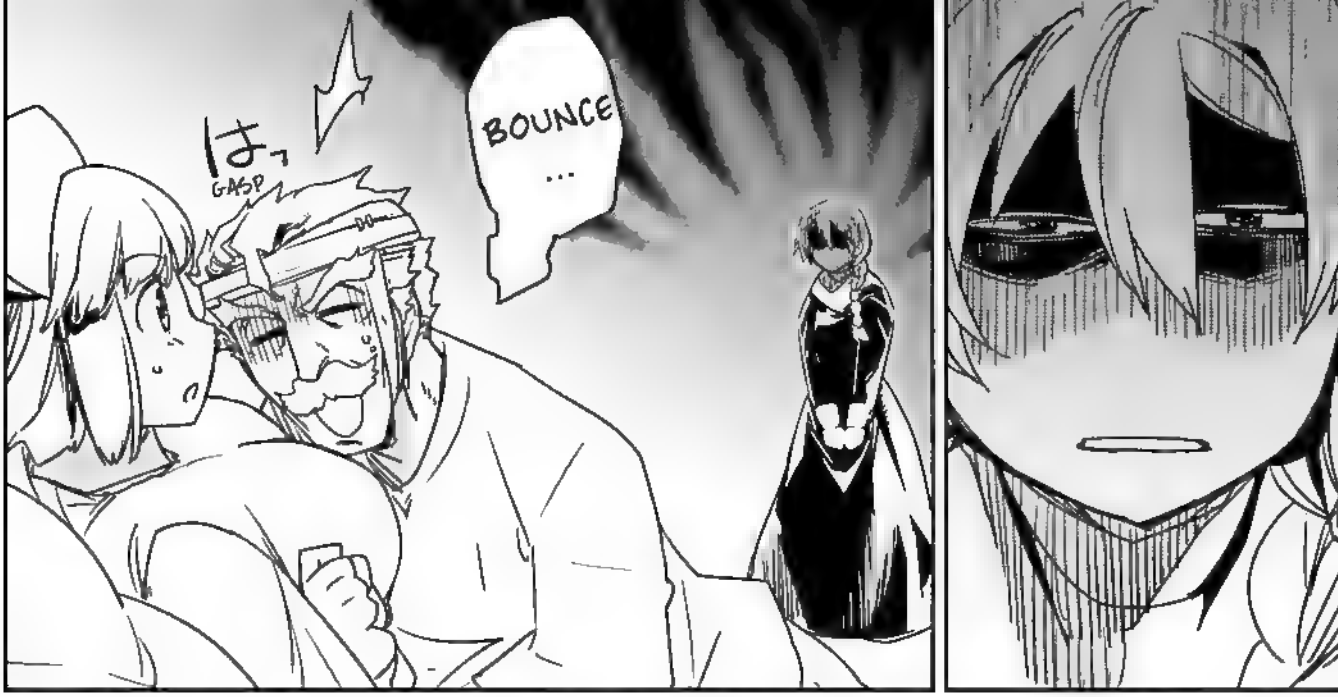
FIGHTING ON THE SAME FIELD AS OUR OPPONENTS ISN'T JUST POINTLESS; IT'S HARMFUL.
IN THAT CASE...
...WE SHOULDN'T MEET THEM ON THEIR GROUND.

THANKS
HERE YOU ARE

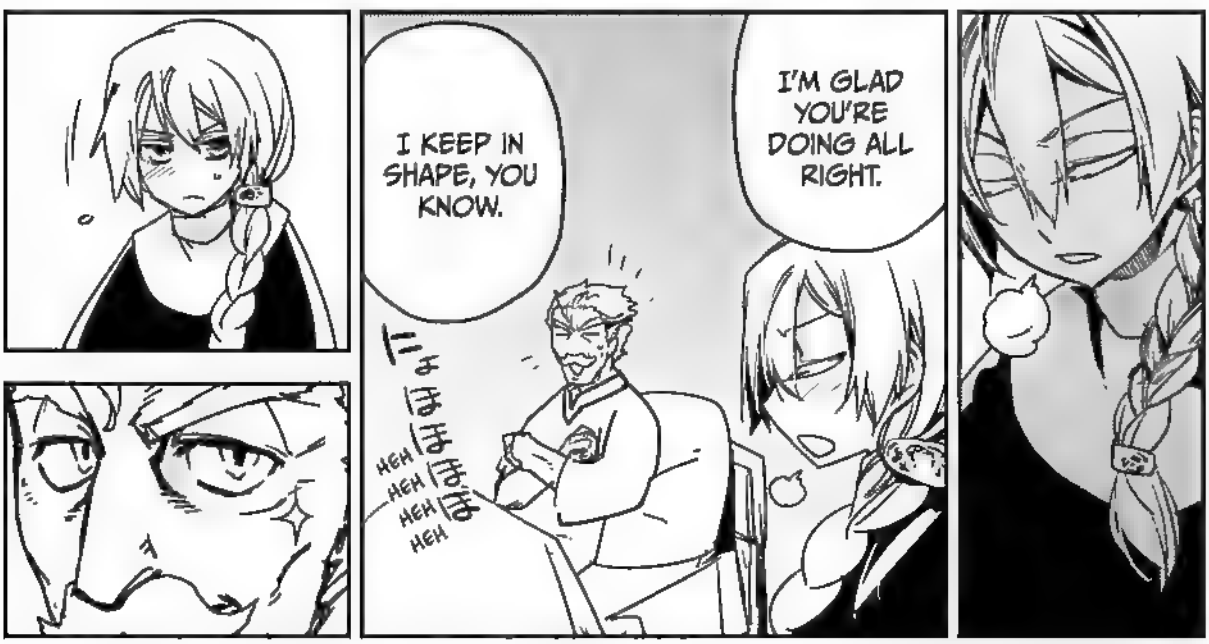
PLEASE DO.
VERY WELL.
I'LL THINK OF SOME-THING.

HE WAS MORE SERIOUSLY INJURED THAN THE HERO, AND HE'S OLD.
TO SEE THE OLD MAN.
WHERE ARE YOU GOING NOW?

?
...THERE'S SOMETHING I WANT TO DISCUSS WITH HIM TOO.
HE MIGHT BE SURPRISED IF I SUDDENLY SHOW UP.
STEP
STEP
I DON'T HAVE A CHOICE.
HE'S PROBABLY LONELY.
MAYBE I'LL BE NICE TO HIM THIS TIME.
THEY'RE... ...SO... ...BOUNCY♥
EEK!♥


はっ
GASP
BOUNCE
...

TAKE CARE


I'M GLAD YOU'RE DOING ALL RIGHT.
I KEEP IN SHAPE, YOU KNOW.
にょほほほほ
HEH HEH HEH HEH

HOW DID YOU KNOW?!
WELL, THEY SAY WISDOM COMES WITH AGE.
HAVE YOU COME TO ASK FOR THIS OLD MAN'S WISDOM...
...TO SOLIDIFY YOUR RELATIONSHIP WITH THE HERO?
WHAT'S WRONG?
SINCE THE DAYS WE TRAVELED TOGETHER...
...THE TWO OF YOU WERE ALWAYS LOOKING AT THE HERO.
BOTH YOU AND THE DEMON QUEEN ARE LATE BLOOMERS.
AND YOU'RE INTERESTED IN THE HERO.
TWO?
NEVER MIND.
IT'S NOTHING.
IT'S A HARD NUT TO CRACK.
REALLY?

NOT AT ALL.
I DON'T BELIEVE THAT'S THE CASE.
DO YOU THINK THE HERO...
...DOESN'T LIKE US?
THE HERO IS AFRAID.
I DON'T THINK HE'S A MONSTER!
I COULD NEVER HATE HIM!
IF ONLY EVERYONE WERE LIKE YOU...
HE'S INCREDIBLY POWERFUL.
HE'S AFRAID OTHERS WILL HATE HIM...
...OR SEE HIM AS A MONSTER.

...HE MAY BE AVOIDING A POTENTIALLY PAINFUL FUTURE.
SUBCONSCIOUSLY...
HE FEARS...
...FINDING SOMEONE SPECIAL AND WATCHING THEM DRIFT AWAY.
HE'S ALSO TERRIFIED OF FINDING...
...SOMEONE SPECIAL.
REALLY?
DON'T LET IT GET YOU DOWN.
THIS OLD MAN HAS A FANTASTIC PLAN FOR YOU.

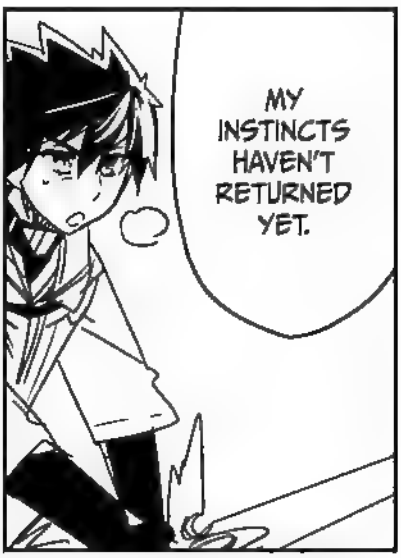
RUMBLE
RUMBLE
ROAR
RUMBLE
BOOM

I'M JUST REHA-BILITAT-ING.
IT'S NOT THAT BAD.
YOU'RE BEING OVER-ZEALOUS, HERO.

HEY
PANT
PANT

HEY ...
DRAG
YOU'RE NOT AL-LOWED TO PRACTICE ANYMORE!
COME WITH ME.

YANK


MY INSTINCTS HAVEN'T RETURNED YET.

YOU'VE NEVER BEEN TO A CRYSTAL FARM BEFORE?
NOPE. THIS IS MY FIRST TIME.
WOW
THAT'S A LOT OF STEAM.
WE HEAT IT USING STEAM.
WE EXPERI-MENT WITH GROWING PLANTS FROM WARMER REGIONS HERE.
WOOOSH
THE DEMON QUEEN TOLD ME TO BUILD ONE.
WUM
WUM
IT COSTS AN ARM AND A LEG TO KEEP IT WARM.
ROAR

THIS IS IT.
SOME OF THE HOT WATER WE USE FOR HEATING...
...IS USED FOR BATHS.
DON'T YOU WANT TO WASH OFF?
YEAH. SOUNDS NICE.

WHAT?
I'LL WASH YOUR BACK FOR YOU.
UM... I CAN'T GET UNDRESSED UNTIL YOU LEAVE.

DOES ANYTHING ITCH?
OH.
THE LEFT SIDE.
HERE?
SHUDDER
WHOA!
RUB

?
I'M GOOD AT BRUSH-ING.
SCRUB
SCRUB

I AM A KNIGHT.
YOU'RE REALLY GOOD AT THIS.
SCRUB
SCRUB

HEH
HEH
WASHING AN ANIMAL THAT CAN SPEAK IS EASY.

LISTEN CLOSELY. THE SECRET PLAN IS...

WHAT DO YOU MEAN?
NEVER MIND.

YOU'RE USED TO CARING FOR HORSES, YES?
HOW DO YOU TAME A HORSE?
HE'S A HORSE.
THINK OF THE HERO AS A HORSE.
DON'T THINK OF THE HERO AS HUMAN.
I MAKE IT UNDERSTAND MY TOUCH IS NATURAL AND FEELS GOOD.
I ALSO FEED IT CARROTS AND APPLES.
I SPEAK TO IT.
I RUB ITS NECK AND BRUSH ITS HAIR.
にょほほほほほほ
HEH.HEH HEH-HEH
WINNING OVER A MAN ISN'T MUCH DIFFERENT.
GOOD LUCK.
THAT'S IT.
THAT'S ALL I HAVE TO DO?!

I THINK YOU'RE WORKING TOO HARD, HERO.
....

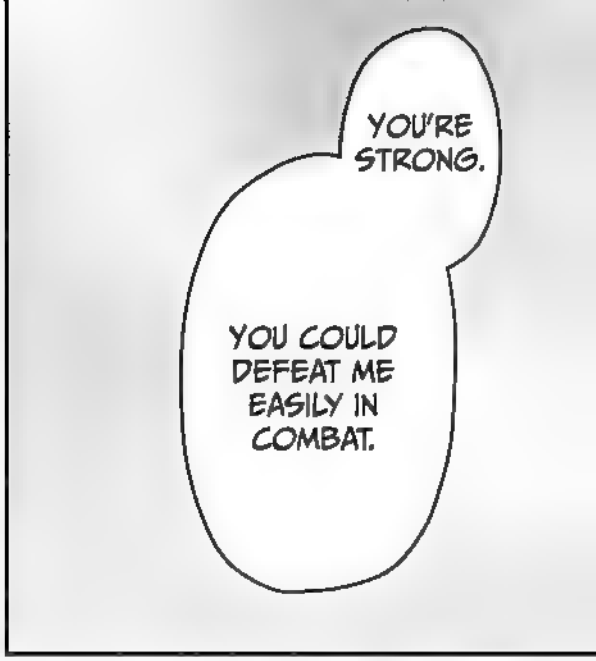
AT THE VERY LEAST, I...
...DID NOT FALL IN LOVE WITH THE HERO SO YOU WOULD SAVE ME.

WHAT?

I'M SURE THE DEMON QUEEN FEELS THE SAME WAY.

OH.
RIGHT.
?
WELL...
I DON'T KNOW HOW TO RESPOND ...
WHY ARE YOU BLUSHING?
THAT MIGHT BE THE FIRST TIME I'VE SAID THAT TO YOUR FACE.
I LOVE YOU, HERO.
I WOULDN'T HAVE WANTED TO BECOME YOUR SWORD IF I DIDN'T.

...ANY STRON-GER.
BUT...
...I DON'T THINK THAT METHOD CAN MAKE YOU...


YOU'RE STRONG.
YOU COULD DEFEAT ME EASILY IN COMBAT.

...YOU MUST LEARN TO LOVE YOUR-SELF.
FOR YOU TO BECOME STRONGER...
TOUCH!

....

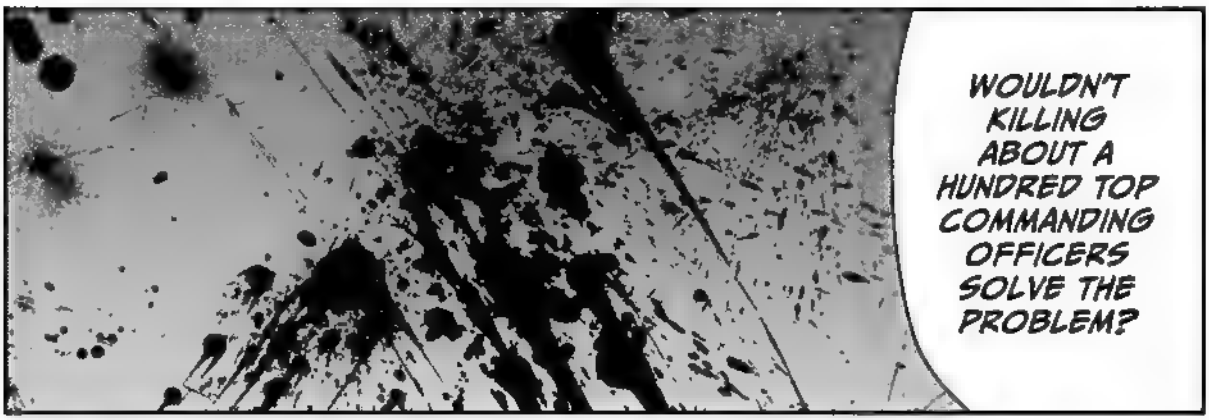
YOU WERE KIND WHEN WE TRAVELED TOGETHER...
...BUT YOU'RE DOZENS OF TIMES KINDER AND MORE VIRTUOUS NOW.

...I HOPE YOU'RE RIGHT.
...BUT EVEN WITH THEM YOU CAN BECOME STRONGER.
I CAN'T ASK YOU TO FORGET...
...ALL THE PAIN AND WORRY YOU CARRY...
I CAN THINK OF WAYS, BUT MANUFACTURING METHODS AND METALLURGICAL TECHNOLOGY CAN'T KEEP UP.
I'LL HAVE TO DO SOME RESEARCH AT THE LIBRARY.
IS THE FEMALE KNIGHT'S REQUEST A DIFFICULT ONE?
QUITE.

RATHER ...
...I DON'T SEE IT AS SUCH A LARGE THREAT.

WHAT?
...
IS IT THAT MUCH OF A PROBLEM?

ISN'T THERE SOMETHING WE CAN DO ABOUT THE EXPEDITIONARY FORCE?

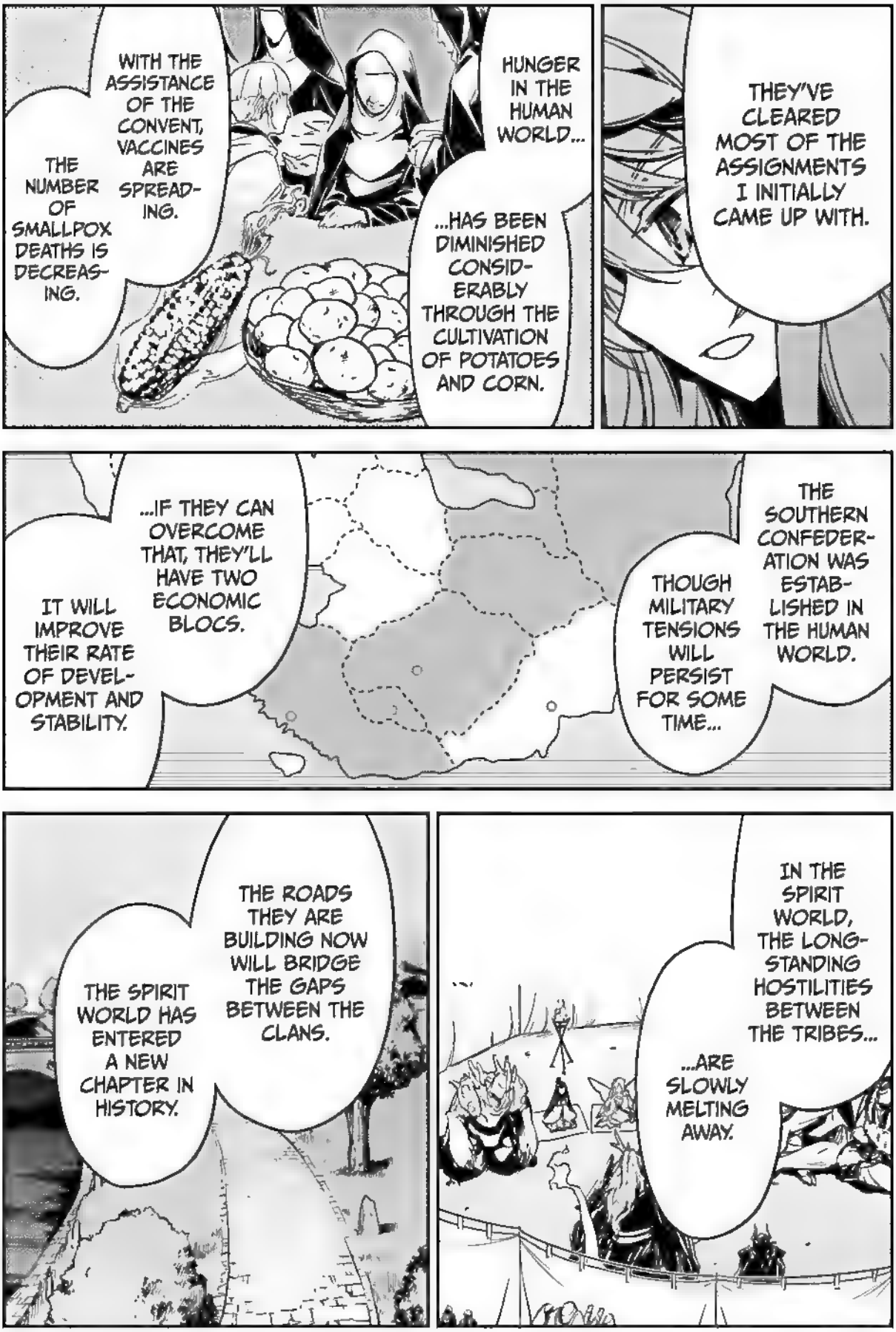

WOULDN'T KILLING ABOUT A HUNDRED TOP COMMANDING OFFICERS SOLVE THE PROBLEM?

BUT WILL THE OTHERS ACCEPT THAT?

ACCEPT IT?

....
YOU'RE RIGHT.

I KNOW YOU AND THE HERO WISH TO KEEP YOUR HANDS CLEAN.
IT MAY BE FORWARD, BUT I COULD...


HUNGER IN THE HUMAN WORLD...
...HAS BEEN DIMINISHED CONSIDERABLY THROUGH THE CULTIVATION OF POTATOES AND CORN.
WITH THE ASSISTANCE OF THE CONVENT, VACCINES ARE SPREADING.
THE NUMBER OF SMALLPOX DEATHS IS DECREASING.
THEY'VE CLEARED MOST OF THE ASSIGNMENTS I INITIALLY CAME UP WITH.
THE SOUTHERN CONFEDERATION WAS ESTABLISHED IN THE HUMAN WORLD.
THOUGH MILITARY TENSIONS WILL PERSIST FOR SOME TIME...
...IF THEY CAN OVERCOME THAT, THEY'LL HAVE TWO ECONOMIC BLOCS.
IT WILL IMPROVE THEIR RATE OF DEVELOPMENT AND STABILITY.
IN THE SPIRIT WORLD, THE LONG-STANDING HOSTILITIES BETWEEN THE TRIBES...
...ARE SLOWLY MELTING AWAY.
THE ROADS THEY ARE BUILDING NOW WILL BRIDGE THE GAPS BETWEEN THE CLANS.
THE SPIRIT WORLD HAS ENTERED A NEW CHAPTER IN HISTORY.

NATURALLY, THEY'RE ALL DEEP-ROOTED PROBLEMS.
I'M SURE WE'LL FACE MORE DIFFICULTIES.
BUT...
...THEY WON'T BE IMPOSSIBLE TO OVERCOME.
"HUNGER IN THE HUMAN WORLD."
"THE RELATIONSHIP BETWEEN THE SOUTH AND CENTRAL CONTINENT."
"HOSTILITIES BETWEEN THE CLANS OF THE SPIRIT WORLD."
I WAS ABLE TO GUIDE THEM TO SOLUTIONS IN EACH CASE.
WHEN I THINK ABOUT IT...

PROBLEMS WITH FOOD, EMPLOYMENT, AND DIPLOMACY...
...ALL REVOLVE AROUND THE ECONOMY.
WHEN THE ECONOMY DOES POORLY, THE WORLD IS AN UNHAPPY PLACE.

THEN THE WAR HAPPENING NOW...
CLATTER
YES.
I HAVE A FEELING SOME... FORCE BEYOND REASON IS AT WORK.

BUT...
...PERHAPS A THRIVING ECONOMY...
...ISN'T ENOUGH TO MAKE US HAPPY...

HAPPI-
NESS.
IT'S SO FAR BEYOND MY UNDER-STANDING. IT'S A DIFFICULT PROBLEM.

MY RE-SEARCH SHOULD TAKE ABOUT THREE DAYS.
IF NOT THREE, THEN FIVE.

YES.
ONLY MEMBERS OF THE TRIBE CAN ENTER THE LIBRARY.
IS THIS THE RIGHT PLACE?

WHOOSH

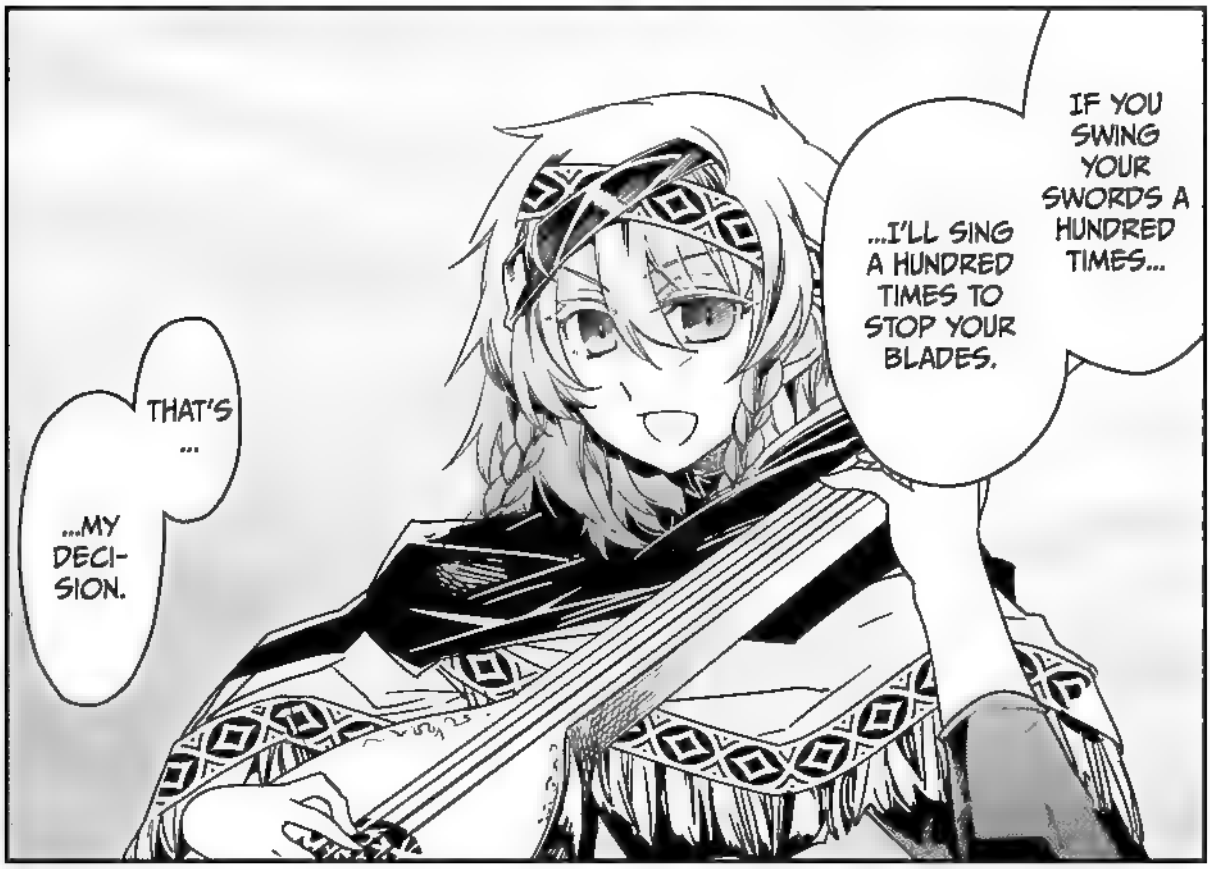
I CAN'T CHECK OUT BOOKS, SO I'LL HAVE TO WRITE UP DOCU-MENTS
METAL-LURGY AND EN-GINEER-ING.
I'LL FOCUS MY RESEARCH ON TECH-NOLOGY.
WHAT ARE YOU RESEARCH-ING?

GOT IT.
RETURN THEN AND LOOK FOR ME AROUND HERE.

HANDLE THINGS WHILE I'M GONE.
SURE THING!
I'M NOT SURE I GET IT, BUT I'LL LET YOU TAKE CARE OF IT.
CHATTER
CHATTER

?
WHAT IS THIS MUSIC ...?
IT'S A NICE SONG.
YEAH.
IT'S SUCH A KIND AND MELANCHOLY TUNE.
IT'S A SONG FROM MY HOME.

BUT POET, ARE YOU SURE YOU WANT TO COME WITH US?
WE'RE ON OUR WAY TO FIGHT A WAR IN THE SPIRIT WORLD.
IT'S NO JOKE.
YEAH. I'M SERIOUS ABOUT THIS.


IF YOU SWING YOUR SWORDS A HUNDRED TIMES...
...I'LL SING A HUNDRED TIMES TO STOP YOUR BLADES.
THAT'S ...
...MY DECI-SION.

ONCE YOU LEARN FROM MY MASTER...
...THE MORE EARNEST YOU BECOME, THE CRAZIER YOU APPEAR.

HOW TO USE PUNITIVE CUSTOMS DUTIES

Duties are placed on trade goods to protect industries. Depending on how they are used, they can be used offensively.

By raising the duty on charcoal, the Young Merchant seeks to restrict production of the Holy Kingdom's muskets.

OFFENSIVE USE OF CUSTOMS DUTIES

Nations exchange a variety of goods through trade. As described in "Lectures on *Maoyu* 16th Period," the tax placed on imports and exports is known as a customs duty. Currently most duties are placed on imports to protect domestic industries.

There are three primary reasons for imposing a customs duty. The first is to increase national resources. Especially among developing nations, over half a nation's income can come from customs duties. The second is to control the flow of goods and attract certain industries. Most developed nations use customs duties for this purpose. Finally, the third and final purpose is to use customs duties as a form of punishment.

In the modern world there exists an organization that discusses international trade known as the World Trade Organization. "Dumping," or the practice of selling exports at a price lower than the domestic price, is forbidden by the WTO.

Using government grants and exchange rate policies to drag down export costs or enforcing low wages for workers to drag down production costs to export mass quantities of unjustly inexpensive goods is known as "social dumping." Dumping duties and countervailing duties are used to combat goods exported using these methods.

Furthermore, when WTO agreements are violated or a country's goods are treated in an unfair manner, a customs duty known as a retaliative duty is sometimes added.

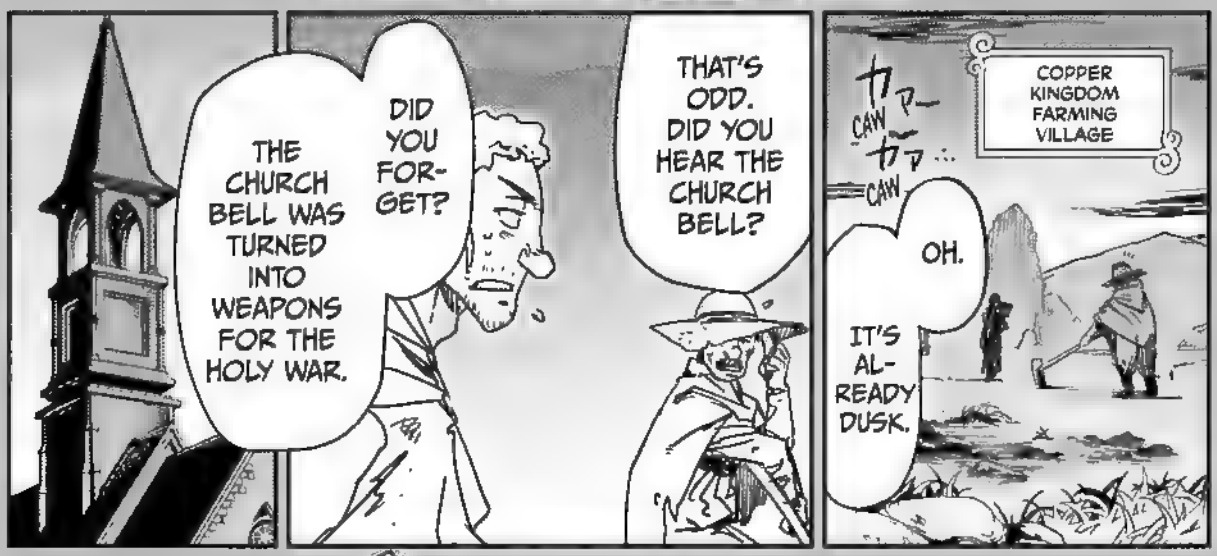
In this work, the Alliance's Young Merchant asks the Winter Kingdom to place a customs duty on charcoal of more than double the value of the product. By cutting off the Copper Kingdom's supply of charcoal, the Young Merchant hopes to slow the country's production of muskets. In this case, the duty is placed on the charcoal being exported.

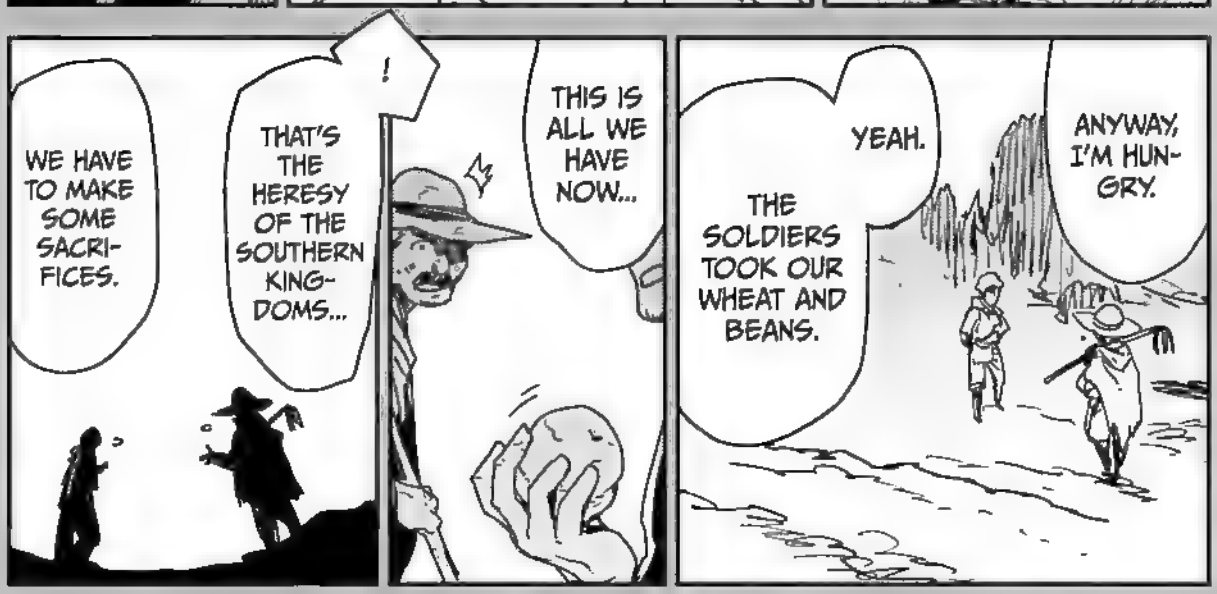
The Merchant's Son took into consideration potential backlash from domestic merchants who deal with charcoal when he said these words.

When a duty is more than the cost of a good it means one thing: the more you export the more money you lose. Raising the customs duty allows the Younger Merchant to control the flow of charcoal.

This is one of the ways customs duties can be used offensively. Even in the modern era, customs duties sometimes cause disputes. Customs duties must be used with great caution.

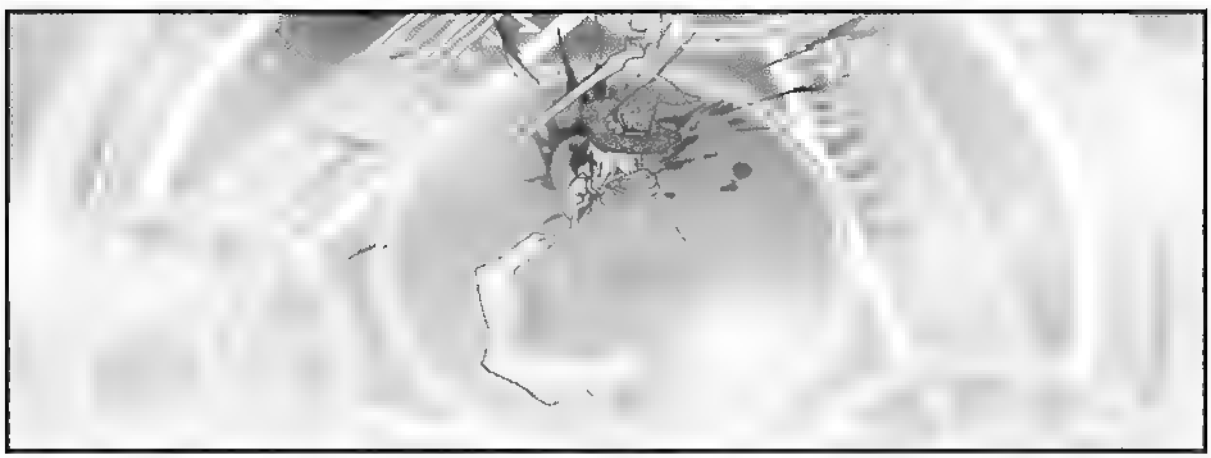
FOR THE HOLY WAR


THE CHURCH BELL WAS TURNED INTO WEAPONS FOR THE HOLY WAR.
DID YOU FORGET?
THAT'S ODD. DID YOU HEAR THE CHURCH BELL?
COPPER KINGDOM FARMING VILLAGE
CAW
CAW
OH.
IT'S ALREADY DUSK.


WE HAVE TO MAKE SOME SACRIFICES.
THAT'S THE HERESY OF THE SOUTHERN KINGDOMS...
!
THIS IS ALL WE HAVE NOW...
YEAH.
THE SOLDIERS TOOK OUR WHEAT AND BEANS.
ANYWAY, I'M HUNGRY.

PLEASE GRANT US YOUR BLESSING, SPIRIT OF LIGHT...
THE SOUTHERN KINGDOMS... KINGDOMS OF HERESY...
REALLY ?!
SPEAKING OF THE SOUTHERN KINGDOMS, HAVE YOU HEARD?
A CONVENT IN THE SOUTH MAKES A MEDICINE THAT GRANTS YOU IMMUNITY TO SMALLPOX.

MAOYU
Archenemy and Hero
Chapter 42



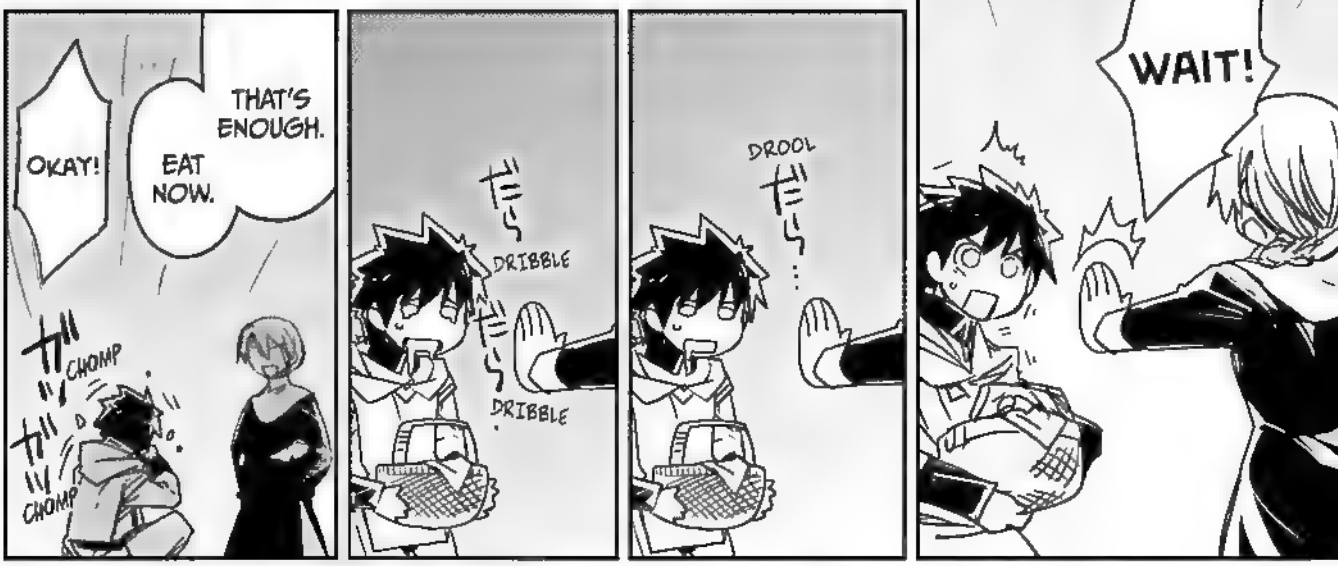
I HEARD A WEIRD NOISE.
WE'RE AT MAXI-MUM... ...TRANS-MISSION DIS-TANCE
I WILL ... ...SUPPORT THE HUMAN WORLD.
YOU CAN DO THAT?

...I WILL ACT IN PLACE... ...OF THE DEMON QUEEN.
HUH? WHAT'D YOU SAY?

I'M FINE.

CHAPTER 42 Archenemy and Hero

There is Always an Answer (Though It's Not the Same For Everyone)


THAT'S ENOUGH.
EAT NOW.
OKAY!
CHOMP
CHOMP
だら
DRIBBLE
だら
DRIBBLE
DROOL
だら…
WAIT!

I FEEL LIKE YOU HAVEN'T BEEN TREATING ME LIKE A HUMAN.
ONCE YOU'RE FINISHED EATING, I'LL BRUSH YOU.

BUT I'LL STILL HAVE YOU DO IT.
BRUSH
BRUSH

HERO...
I HAVE SOME-THING IMPOR-TANT TO DISCUSS.
WHAT IS IT?

SO I SHALL BE DIRECT!
OKAY!
GRAB

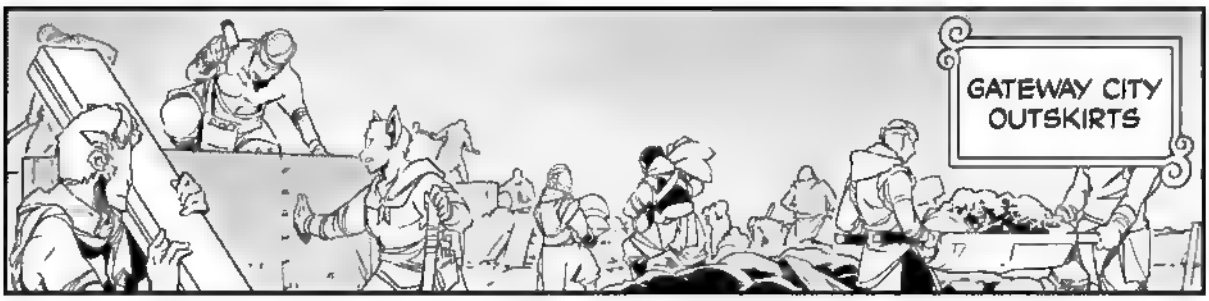
REGARD-ING THIS MATTER...
...I DON'T WANT ANY COMPLICA-TIONS OF CONFUSION.
I SHALL SET ASIDE MY MAIDENLY SHAME!
?
I DON'T WANT ANY MISUNDER-STANDINGS OR AMBIGUITY.

WHEN THE DEMON QUEEN RETURNS...
...I WISH TO SHARE YOUR BED.

WE'RE BOTH OLD ENOUGH TO KNOW WHAT THAT MEANS, RIGHT?
I SHALL ATTACK AND THE DEMON QUEEN SHALL DEFEND.
WHAT ARE YOU TRYING TO DO?
WE MAY BE INEXPERIENCED, BUT WE CAME UP WITH A PLAN TOGETHER.
IT'S ALL RIGHT. YOU HAVE NOTHING TO WORRY ABOUT.
?
THE DEMON QUEEN HAS ALREADY AGREED TO THIS.
REALLY?
I'M BURNING WITH SHAME.
YOU DON'T HAVE TO SAY ANYTHING.
IN FACT, I'D RATHER YOU DIDN'T.

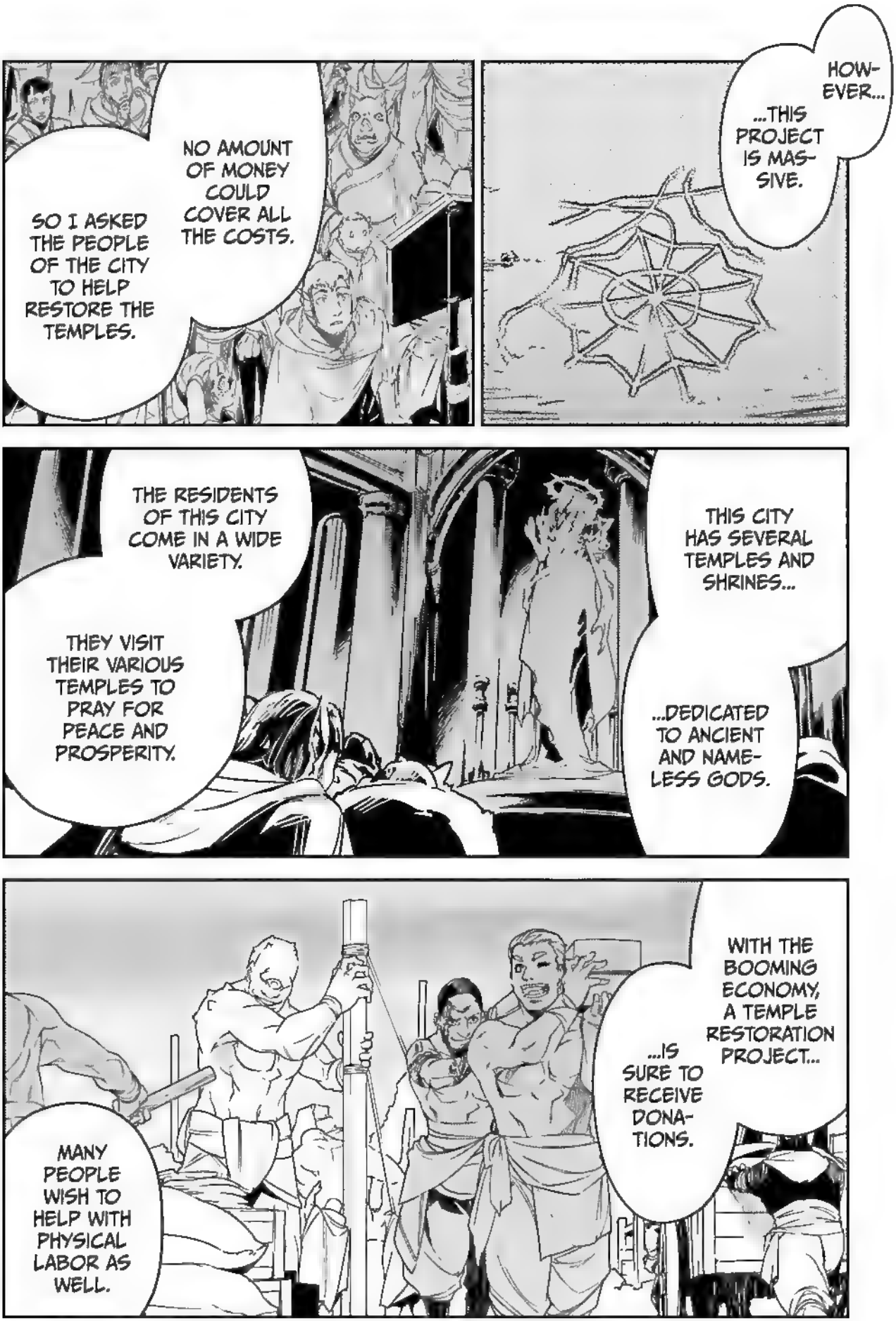
THE "NEXT" BATTLE IS A BIG ONE.
I THINK IT WILL BE A MASSIVE WAR.
ONE I HAVE NO INTENTION OF LOSING...
UM...
I HATE TO SAY IT, BUT...
BUT...
NO.
FIDGET
FIDGET
FIDGET
...OKAY.
I GOT IT.
REALLY?
I UNDER-STAND PERFECTLY.

I HOPE THE DEMON QUEEN COMES BACK SOON...
AAARGH
NO TAKE-BACKS.
THAT'S THE SPIRIT, HERO!
I'M READY TO GO!
HA
HA
HA
HA
HA


GATEWAY CITY OUTSKIRTS

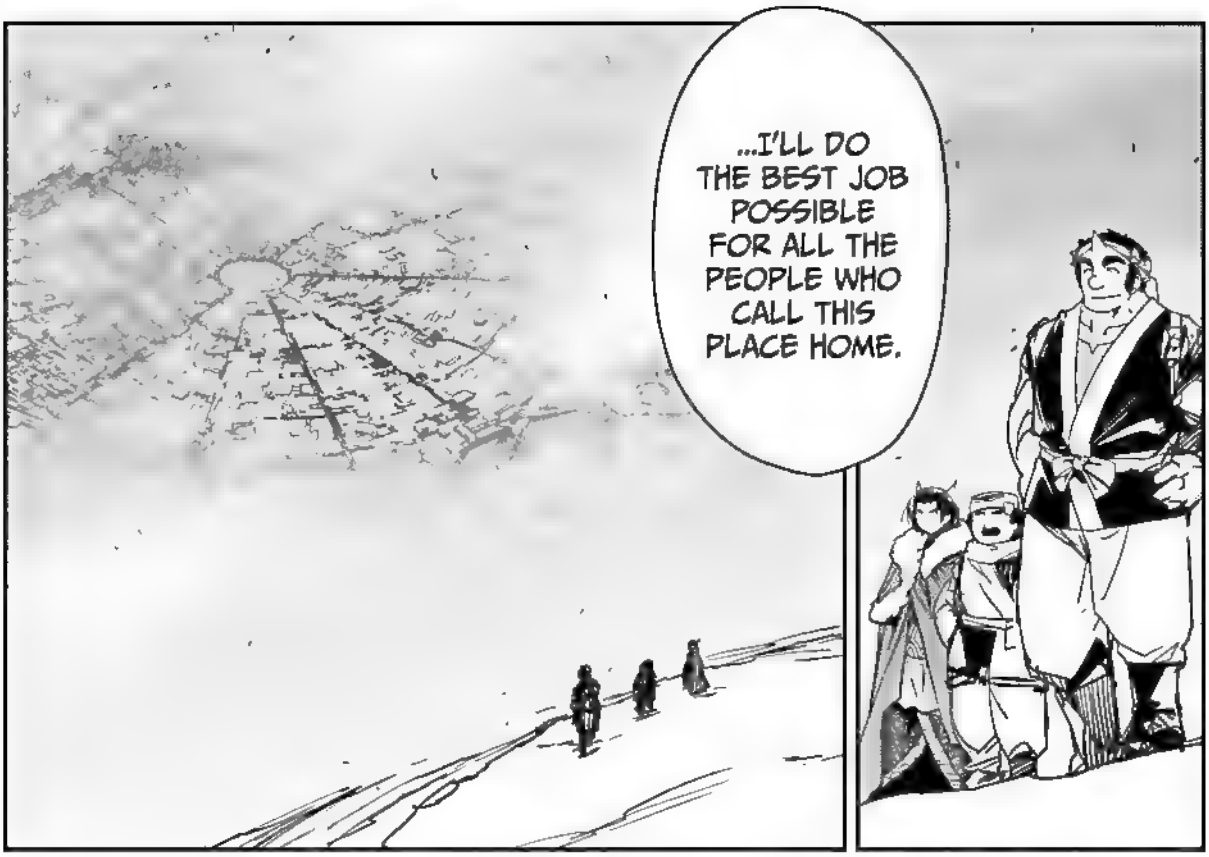
HEY!
MER-CHANT.
WELL, WELL!

I INTRODUCED HIM TO THE CITY'S PEOPLE.
NO. NOT QUITE.
YOU'VE GOT A LOT OF PEOPLE HERE!
SURELY I DIDN'T GIVE YOU ENOUGH TO HIRE ALL THESE PEOPLE.
HOW DID YOU GET THEM TO COME?
YES.
OH. YOU KNOW EACH OTHER?
WE MET WHILE I WAS REDESIGNING GATEWAY CITY THE OTHER DAY...
DEVELOPING THE CITY SOUNDS INTERESTING.
I WAS INTRIGUED.


NO AMOUNT OF MONEY COULD COVER ALL THE COSTS.
SO I ASKED THE PEOPLE OF THE CITY TO HELP RESTORE THE TEMPLES.
HOW-EVER...
...THIS PROJECT IS MAS-SIVE.
THE RESIDENTS OF THIS CITY COME IN A WIDE VARIETY.
THEY VISIT THEIR VARIOUS TEMPLES TO PRAY FOR PEACE AND PROSPERITY.
THIS CITY HAS SEVERAL TEMPLES AND SHRINES...
...DEDICATED TO ANCIENT AND NAME-LESS GODS.
MANY PEOPLE WISH TO HELP WITH PHYSICAL LABOR AS WELL.
...IS SURE TO RECEIVE DONA-TIONS.
WITH THE BOOMING ECONOMY, A TEMPLE RESTORATION PROJECT...

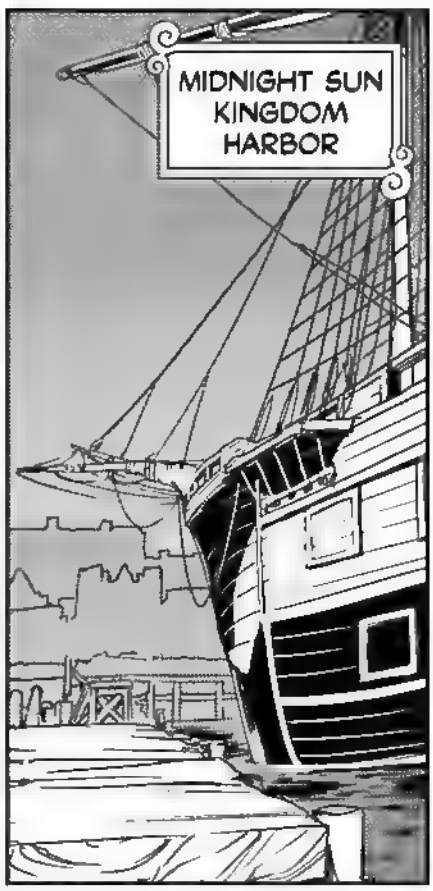
THOSE WHO WORK ARE PAID WITH FULL BELLIES INSTEAD OF WAGES.
THAT'S OUR SYSTEM.
WE'VE ALREADY TURNED THE DONATIONS WE RECEIVED INTO FOOD.
THE PEOPLE SEEM TO ENJOY WORKING.
SO YOU'VE GOTTEN THE PROJECT OFF THE GROUND.
?
THIS IS YOUR PLAN?
LET ME SEE
RUSTLE

THIS IS AN UNUSUALLY SHAPED WALL...
AND IT SEEMS RATHER THICK...
DOES IT NEED TO BE THIS THICK?
PROBABLY.
IN THIS AGE AND THE NEXT.
MY MASTER TOLD ME.
MAKING ONLY WHAT YOU NEED NOW...
...IS TOO SHORT-SIGHTED FOR ENGI-NEERING...
...SHE SAID.
TAKE THE FIRST STEP AFTER PLANNING A HUNDRED YEARS AHEAD.


...I'LL DO THE BEST JOB POSSIBLE FOR ALL THE PEOPLE WHO CALL THIS PLACE HOME.

RUSTLE
RUSTLE

HA
HA
HA


MIDNIGHT SUN KINGDOM HARBOR

MURMUR
ざわ…
THE ACTING CAPTAIN
WHISPER
THIS IS EXCITING.
YES.
I HAVEN'T BEEN THIS NERVOUS SINCE I SNEAKED INTO THE HOLY CAPITAL'S CATHEDRAL.

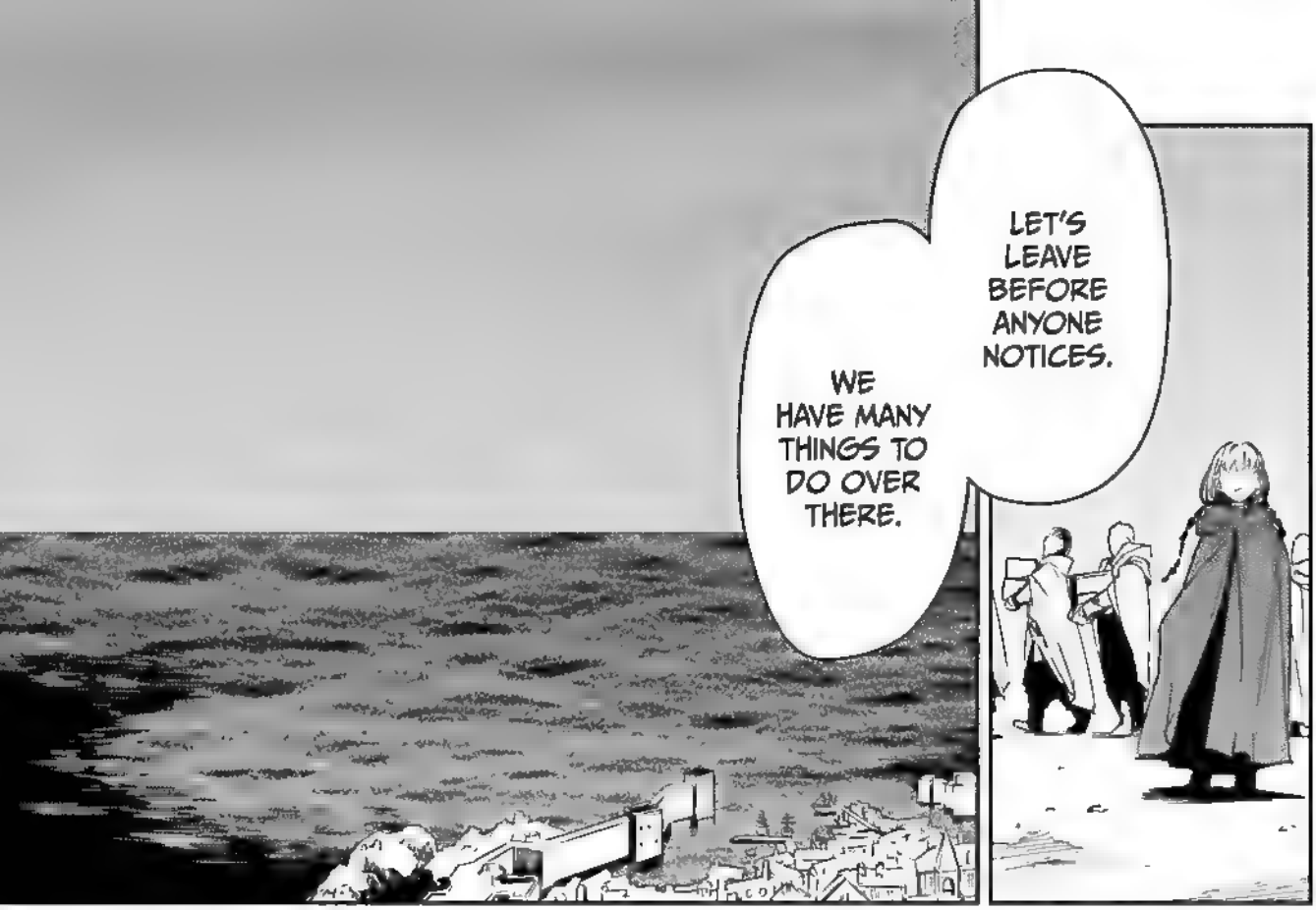
AS WE DISCUSSED, THE NOBLE'S SON WILL LEAD 80 MEN AND MAKE CONTACT WITH A SHIP.
YES, MA'AM
SINCE WE DON'T KNOW HOW TO OPER-ATE A SHIP...
...BRING A SHIP THAT HAS A CREW.
YOU'RE A SLAVE DRIVER.
OUR GROUP WILL SNEAK INTO THAT CUSTOMS HOUSE.
BASED ON A FEW DAYS OF INVESTI-GATION...
...ONLY FIVE TO EIGHT PEOPLE SHOULD BE STAYING INSIDE THAT BUILDING AT THIS HOUR.
SUBDUE THEM WHILE SPILLING AS LITTLE BLOOD AS POSSIBLE.
GOT IT.
YEAH
YEAH

SNEAK
カチャ
CLICK
カチャ
CLICK
REAR GROUP, CHECK THE BUILDING.
FRONT GROUP, BRING IT UNDER CONTROL!
DASH
DASH
おお…
OOH
カチン
CLINK
おお
OOH

GIVE ME A MOMENT.
WHY ARE WE AT THIS CUSTOMS HOUSE?
LET'S GET OUT OF HERE.
NO ONE IN THE BUILDINGS NEARBY NOTICED.
IT'S UNDER CONTROL.
おお
OOH
YOU'RE GOING TO STEAL FROM THE HOLY KINGDOM!
I KNOW!
I PLAN TO TRAVEL BY SEA...
...BUT I DON'T HAVE MUCH MONEY.

WELL...
SINCE WE'RE IN A STATE OF EMERGENCY, I'M PREPARED TO BEND THE RULES A LITTLE.
WHAT?
DON'T BE ABSURD.
STEALING IS WRONG.
WHY ARE WE HERE, THEN?
I NEED TO BORROW SOME MONEY.
HOW IS THAT DIFFERENT FROM STEALING?
I'M WRITING AN IOU.
THIS ONE'S THE COPY...

WE'VE ALREADY TAKEN THE FIRST STEP.
THERE'S NO CHANGING OUR MINDS NOW.
CHATTER
SHOULD SHE REALLY BE LEADING US?
ACCORDING TO THE NOBLEMAN, SHE IS.
CHATTER
IS THIS GIRL SERIOUS?
HEY.
LET'S TAKE THE COINS.
I'LL LEAVE THIS IOU ON THE DESK.
CLUNK
I'M FINISHED.
WHAT?
THE ANTARCTIC...?!
WE'LL BUY FOOD AS WELL AND HEAD TO THE ANTARCTIC CONTINENT.
WE'LL PAY THE SHIP'S CREW USING THESE COINS.


LET'S LEAVE BEFORE ANYONE NOTICES.
WE HAVE MANY THINGS TO DO OVER THERE.

THREE DISPLACE-MENTS IN A ROW IS ROUGH.
WE'VE BEEN GOING ALL OVER THE PLACE. .
ME TOO.
I'M DIZZY.

IRON KINGDOM CRAFTSMAN STREET
WHOOSH

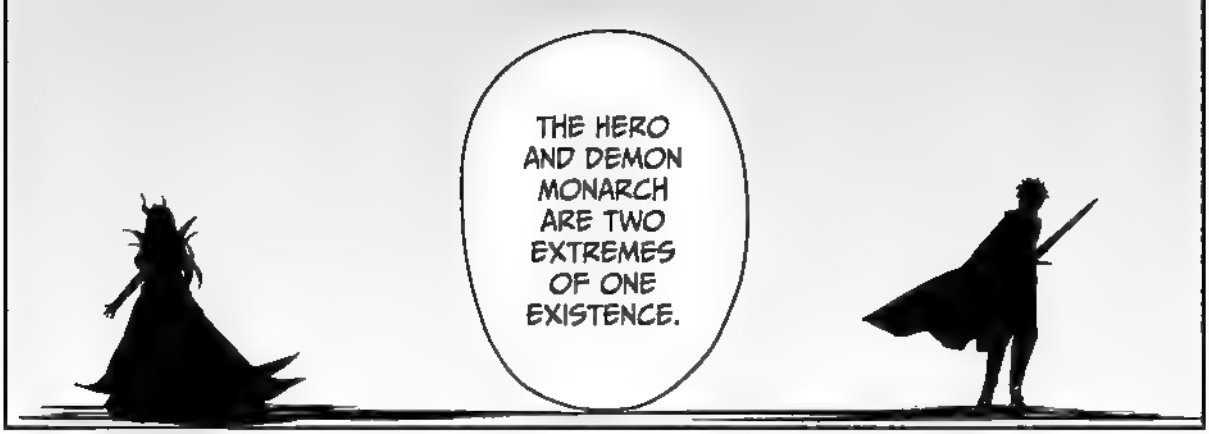
MAYBE I'M JUST USED TO IT.
MY HEAD HURTS A LITTLE.

AHEM
コホン
WAIT FOR ME.
OKAY
TODAY I'M JUST MEETING WITH A STEEL WORKSHOP CRAFTSMAN.
I'LL BE DONE BY THIS EVENING.
UH.
SURE.
I'D LIKE TO RETURN TO THE MANSION TODAY.
...I'M COUNTING ON YOU.
HMMM
WHEN THE DEMON QUEEN RETURNS, I WISH TO SHARE YOUR BED.
WHAT?!
JUMP

DON'T FALL ASLEEP!
ZZZ...
LISTEN.
...I WAS PRINTING SOMETHING
WHERE HAVE YOU BEEN?!
...I HAD SOMETHING TO DO.
WELL... ALL RIGHT, I GUESS.
...HERO. HOW HAVE YOU BEEN?
...TELL ME. I'LL LISTEN.
DO YOU NEED SOMETHING? IS SOMETHING WRONG?
...SORT OF.
.... SO-SO. HOW HAVE YOU BEEN?
I SEE. I HOPE YOU FEEL BETTER.

"THE HERO AND DEMON MONARCH ARE SPECIAL INDIVIDUALS."
"WHY IS THERE ONE OF EACH IN THIS WORLD?"
"A GOOD QUESTION IS BETTER THAN A GOOD ANSWER."
THERE'S NO RECORD OF ANY OF THOSE SITUATIONS EVER EXISTING.
OR WHY AREN'T THERE THREE HEROES AND TWO DEMON MONARCHS?
WHY AREN'T THERE TWO DEMON MONARCHS AND NO HEROES?
WHAT ABOUT THE OP-POSITE?
...THIS IS THE FIRST TIME THIS HAS HAP-PENED.
UNTIL NOW, THEY'VE ALWAYS FOUGHT.
WE SHOULD TREAT THIS AS AN EXCEPTION.
"WHY DO THE HERO AND DEMON MONARCH FIGHT?"
WE'RE NOT FIGHTING.

THOUGH THEY ARE FORMED THROUGH DIFFERENT CHANNELS, THEY ARE FUNDAMENTALLY THE SAME.
TWO OF A KIND.
THE HUMAN WORLD'S DEMON MONARCH IS THE HERO.
THE SPIRIT WORLD'S HERO IS THE DEMON MONARCH.
WHY DO THESE TWO SINGULARITIES EXIST?
WHY ARE THEY THE SAME?
BUT WHY ONLY TWO?
THERE IS ALWAYS AN ANSWER.
THOUGH IT'S NOT THE SAME FOR EVERYONE.
THERE'S NO ANSWER TO THAT QUESTION.


THE HERO AND DEMON MONARCH ARE TWO EXTREMES OF ONE EXISTENCE.

IT'S LIKE A STRING.
THE RIGHT END IS THE HERO.
THE LEFT END IS THE DEMON MON-ARCH.
THAT IS THE AN-SWER.

ONE SINGU-LARITY.
IT SIMPLY SEEMS AS THOUGH THERE ARE TWO IN THIS WORLD.

IT IS THE REASON THEY SQUARE OFF IN A SINGLE AGE.
IT IS ALSO THE REASON THEY FIGHT.
THEY MUST ALWAYS EXIST AS A SET.
THERE ARE NEVER ANY EXTRAS.

THE STRING BINDING THE WORLD AND THE WORLD ITSELF SHRINK.
TOGETHER THEY "START OVER."
THIS IS THE IDENTITY OF THE ENDLESS LEGEND THAT HAS PERSISTED SINCE THE AGE OF THE KALLICHTHYS OF FIRE.

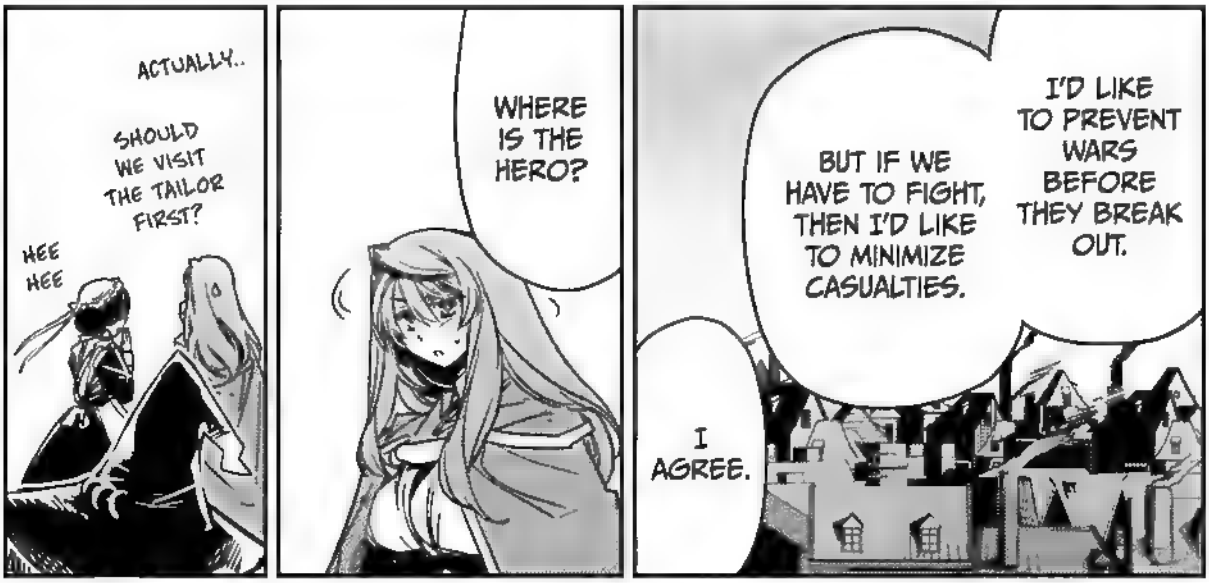
ONCE THE TWO ENDS TOUCH, THE STRING BEGINS TO SHRINK.
WHEN THE TWO ENDS TOUCH, THEY FORM A CIRCLE, AND THE WORLD IS COMPLETE.

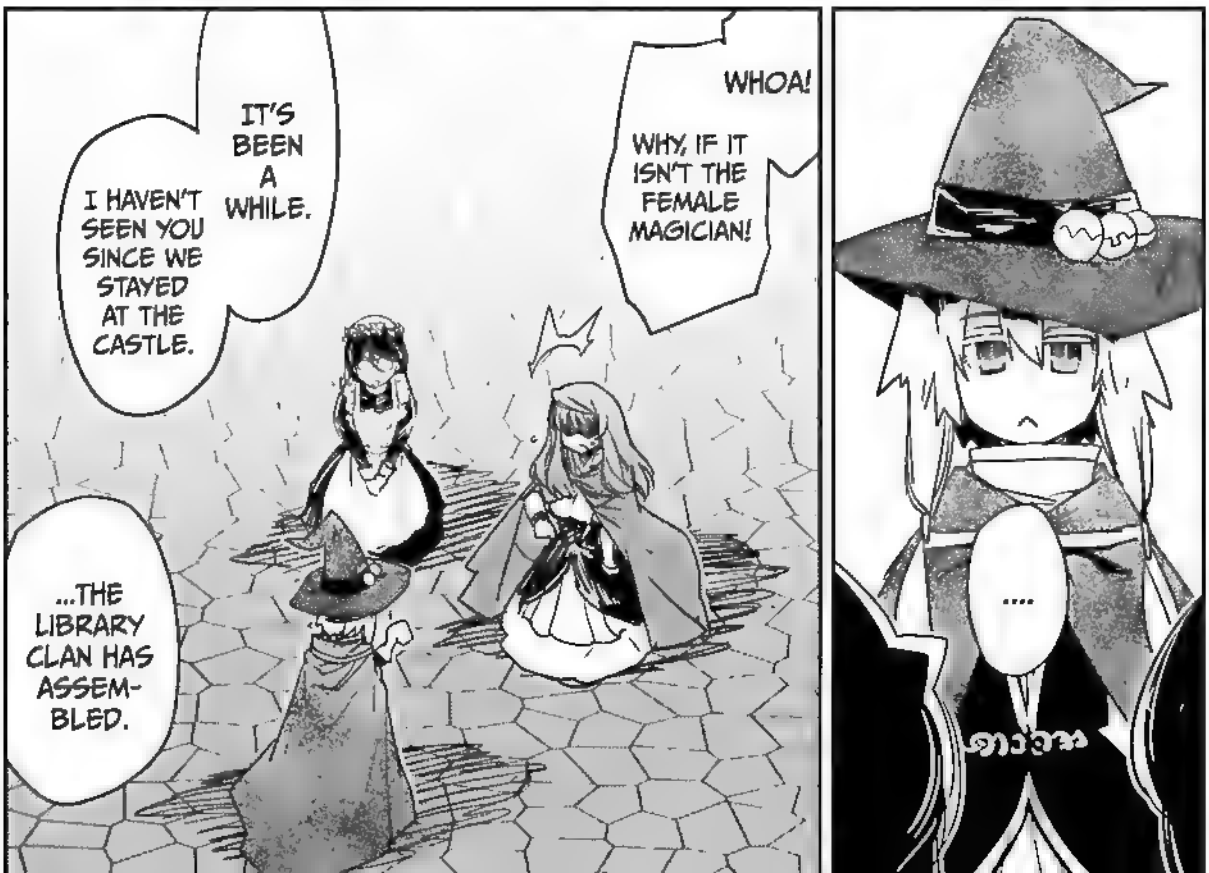
GOVERN-MENT.
DIPLO-MACY.
CUL-TURE.
IT'S EVEN BEGINNING TO AFFECT FOLKLORE.
THOUGH THE EXPANSION BEGAN WITH TECHNOLOGY AND ECONOM-ICS, IT SPREAD TO ADJACENT LAYERS.
INSTEAD OF KILLING THE DEMON QUEEN, THE HERO CHOSE TO HELP HER.
IN OUR WORLD, THE DEMON QUEEN USED NONE OF HER GREAT STRENGTH TO FIGHT.
SHE USED HER ABILITIES TO EXPAND THE WORLD INSTEAD.
BECAUSE THE RATE OF EXPANSION AND CONTRACTION HAS REACHED AN EQUILIBRIUM...
...THE WORLD IS COMING TO A STAND-STILL.
BUT THE DEMON QUEEN AND HERO ARE TRYING TO EXPAND THE WORLD.
REGARD-LESS OF HOW, THE ENDS HAVE CONNECTED.
THE WORLD IS TRYING TO SHRINK.
...THIS WORLD BEARS AN UNDERLYING PATHOLOGY.
BUT TO MAKE IT REALITY...
THE DEMON QUEEN'S ANSWER IS NOT WRONG.

PRAGMATIC PHENOMENA WILL LIKELY APPEAR ONE AFTER ANOTHER.
THE DISTORTION IN THE REDUNDANCY SYSTEM IS ONE SUCH EXAMPLE.
YES.
NOT SIN, BUT PATHOLOGY.
PATHOLOGY?
STAND-STILL?
...EVERYTHING WILL BE DESTROYED.
IS SOMETHING GOING TO HAPPEN?
SOMETHING BAD?
....
YOU'RE SURE, RIGHT?

SHAKE
I'LL DO ANY-THING!
YOU REALLY WANT TO KNOW?
SHAKE
I'LL DO ANYTHING! JUST TELL ME!
GRAB
YOU MUST HAVE A SOLU-TION!
WHAT SHOULD WE DO?
....
...YOU NEVER PLAY FAIR, HERO.
PLEASE. I'M BEGGING YOU.
YOU MUSTN'T HESITATE WHEN THE TIME COMES.
WHAT?
FEMALE MAGICIAN ...?
SQUEEZE

IT SHOULD TRIPLE THE RANGE.
WE'LL PROBABLY BE ABLE TO MEET THE FEMALE KNIGHT'S REQUEST.
HOW...
...DID IT GO?
OKAY.
ALL DONE!
MMMPH
GOOD WORK


ACTUALLY..
SHOULD WE VISIT THE TAILOR FIRST?
HEE HEE
WHERE IS THE HERO?
I'D LIKE TO PREVENT WARS BEFORE THEY BREAK OUT.
BUT IF WE HAVE TO FIGHT, THEN I'D LIKE TO MINIMIZE CASUALTIES.
I AGREE.


WHOA!
WHY, IF IT ISN'T THE FEMALE MAGICIAN!
IT'S BEEN A WHILE.
I HAVEN'T SEEN YOU SINCE WE STAYED AT THE CASTLE.
...THE LIBRARY CLAN HAS ASSEMBLED.
....

....
WHAT HAP-PENED?
NOD
WAIT.
SHE MUST HAVE A REASON.
WHAT ARE YOU DOING HERE?
FIRST, I WISH TO KNOW THE LOCATION OF "HEAVEN'S TOWER."
...TWO THINGS.
SINCE YOU ARE THE DEMON QUEEN, YOU MUST KNOW.
EVERY DEMON MONARCH HAS KNOWN WHERE IT IS.
IT IS THE ALTAR WHERE THEY OFFER THE HERO'S HEAD.
I...

THE HERO LEFT ON A JOURNEY.

WHAT'S THE SECOND THING?

THE TIME HAS COME FOR YOU TO FULFILL YOUR DUTY.
TO SAVE YOU AND EVERYTHING ELSE.

DEMON QUEEN.
YOU'RE BACK EARLY.
OH..
...WHAT'S WRONG?
WHEW

BA-DUMP
BA-DUMP
CLICK!

BA-DUMP

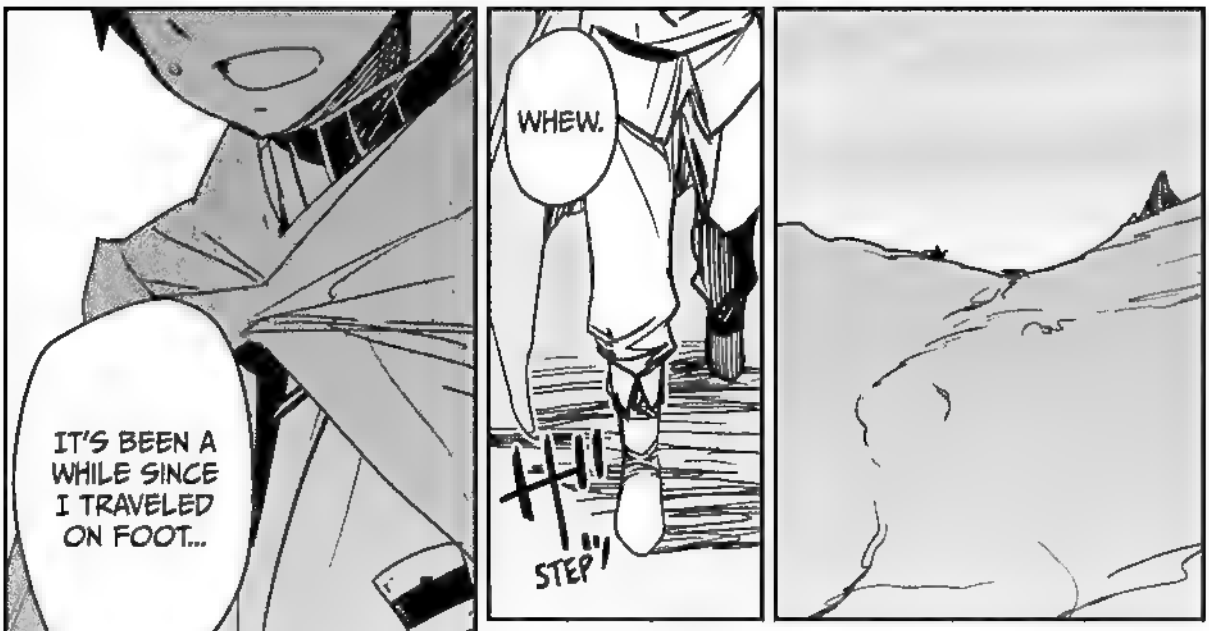
WE'LL HAVE TO CANCEL TODAY.
...WE'VE REACHED OUR TIME LIMIT.
WHAT DO YOU MEAN?
I'M NOT SURE.
BUT...
...TO CHANGE THIS COURSE OF EVENTS...
...THE HERO LEARNED SOME-THING...
...AND LEFT ON A JOURNEY TO DO JUST THAT.
...THE FEMALE MAGICIAN TOLD ME.
...THAT'S WHY...
...THE HERO ISN'T HERE.
....
HE LEFT ME BEHIND.
DEMON QUEEN.
DON'T THINK SO HARD.

THE HERO WILL RETURN.
IT WILL BE ALL RIGHT.
...IT'S HARDLY WORTH BRAGGING ABOUT, BUT THIS IS MY SECOND TIME BEING LEFT BEHIND.
BUT IT'S OKAY.
THE HERO IS EVEN KINDER AND STRONGER NOW.
HE WILL RETURN.
DIDN'T HE LEAVE TO PROTECT YOU?
DIDN'T HE LEAVE SO HE COULD RETURN?
SO IT'S DIFFERENT THIS TIME.
ANYWAY, WE NEED TO HELP HIM.
HELP HIM?

THE HERO LEFT KNOWING WE WOULD HANDLE THINGS HERE.
...SOMETHING'S HAPPENING, RIGHT?
ONLY YOU OR I CAN TAKE HIS PLACE.
I'M SURE OF IT.
YOU...
...THINK SO?
OF COURSE.
THERE'S STILL SOMETHING I MUST DO...
...ALL RIGHT.
....
LET'S GET TO IT!
CLATTER
GRAB

I HATE TO SAY IT...
...BUT DON'T YOU THINK THOSE PANTIES ARE A LITTLE TOO SMALL?
FEMALE KNIGHT.
WHAT?

YAAARGH


IT'S BEEN A WHILE SINCE I TRAVELED ON FOOT...
WHEW.
STEP!

THE END

Chapter 42

There is Always an Answer (Though It's Not the Same For Everyone)

CITY STRUCTURE AND CONSTRUCTION PLANNING

When a settlement's population increases, it develops into a city. They are often constructed to fulfill specific functions or to prevent disasters.

THE RESIDENTS OF THIS CITY COME IN A WIDE VARIETY.
THEY VISIT THEIR VARIOUS TEMPLES TO PRAY FOR PEACE AND PROSPERITY.
THIS CITY HAS SEVERAL TEMPLES AND SHRINES...
...DEDICATED TO ANCIENT AND NAMELESS GODS.

Gateway City was once a place where merchants sold goods to temples and their followers.

The Ancient History of Planned Cities

Humankind is thought to have begun farming roughly 10,000 years ago. Until then they lived by hunting, gathering, and fishing, but food scarcities resulting from an ice age spurred changes in their lifestyle. They settled down near rivers and constructed settlements.

Along with farming, humans began raising livestock, and populations increased as food supplies stabilized. These settlements eventually developed into cities.

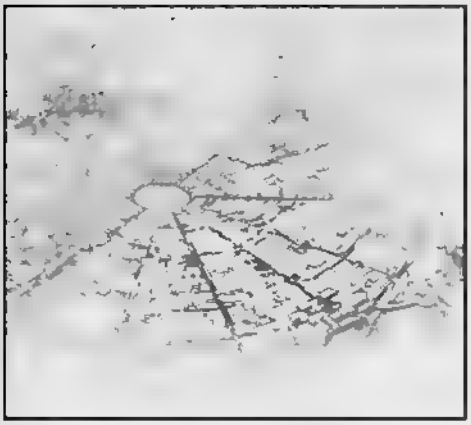
Planned cities have existed since ancient times, and in Mohenjo-daro, a city constructed in roughly 2500 BCE by the Indus Valley Civilization, there are signs the city was organized into sections like a checkerboard.

One of the more famous examples of large-scale city planning existed in the Roman Empire's capital. At the center of Rome, a plaza for gatherings was constructed, and around it were various public facilities including government offices, temples, monuments, public baths, and marketplaces. Ordinary citizens lived in housing complexes known as insulae constructed outside these public facilities.

By the 7th Century BCE, Rome was becoming a city-state, but because people had gathered in a formerly marshy area, the streets were a mess. However, in the year 64, a major fire broke out that consumed a third of the city, and Emperor Nero rebuilt the city with well-organized streets.

While the empire was expanding, planned cities were constructed in conquered territories, and many of these served as prototypes for modern major cities.

These cities were surrounded by walls to protect the citizens from invaders. China has the same; walled cities were common on continents where friction persisted between different ethnic groups.



Gateway City's central plaza and radiating streets resemble cities of the Roman Empire.

Additionally, the Japanese cities of Fujiwara-kyo, Heijo-kyo, and Heian-kyo were modeled after Chinese cities.

In this work, Gateway City is being remodeled. In modern terms, it is being redeveloped and rezoned.

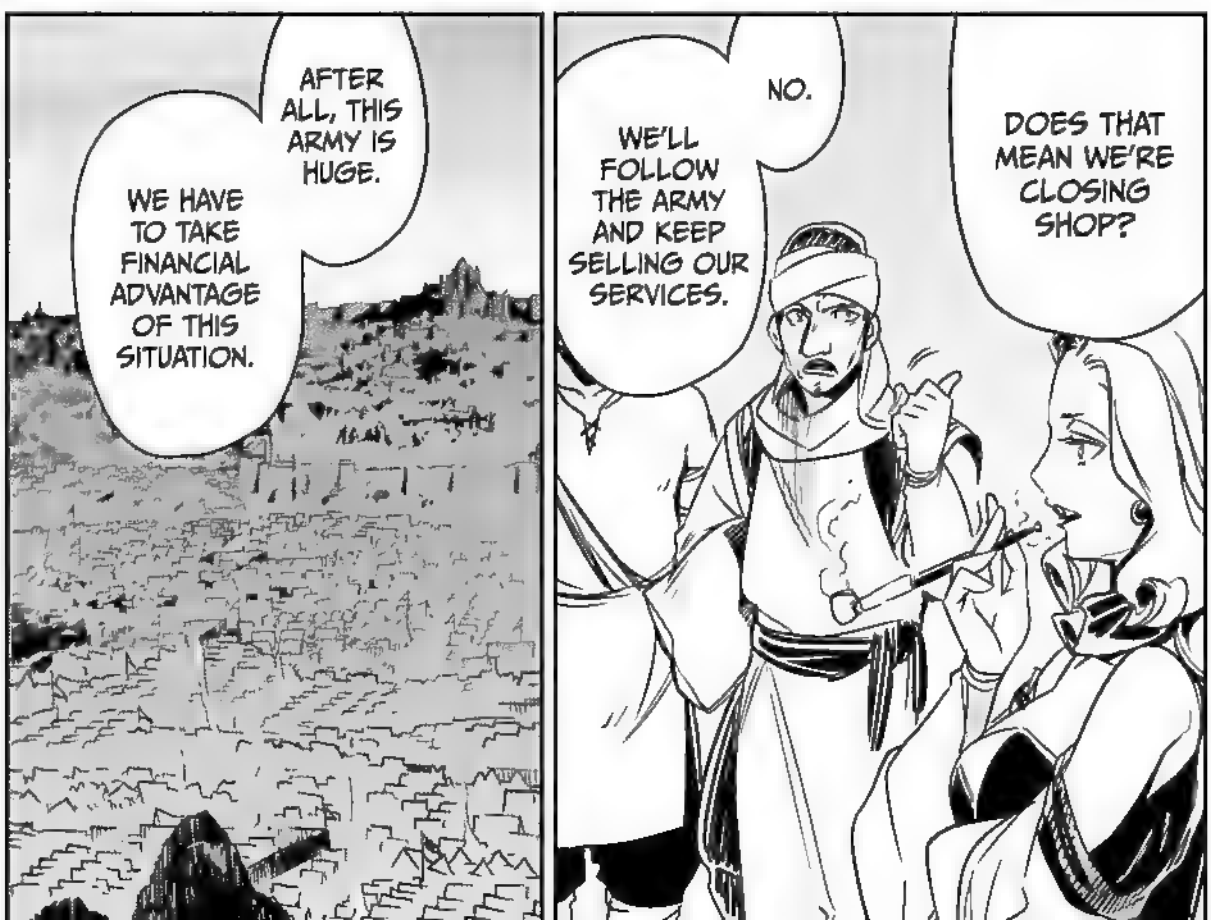
This city exists on the boundary or border between the surface and subterranean worlds. With the city wall being constructed, Gateway City will be reborn as a new fortified city.

LOSS

GROUP C, BEGIN WORKING.
YES!
YES, SIR!
OKAY
OKAY
GROUP A, TAKE A BREAK.
BLUE DEMON TERRITORY
ROAD CONSTRUCTION SITE
BUT THEY DON'T TRY TO EXCEED EXPECTA-TIONS.
THEY DO AS THEY'RE TOLD AND WORK HARD.
...THEY LACK SPIRIT.
WELL, BUT...
HOW HAVE THINGS BEEN GOING?
HEY...
AND I HOPE NOTHING HAPPENS IN THE MEANTIME.
YEAH
I HOPE IT WILL IMPROVE WITH TIME...
HA HA...
THEY DON'T EVEN TAKE BREAKS OR EAT UNLESS THEY'RE TOLD TO.
THEY'RE LIKE MACHINES.

MAOYU
Archenemy and Hero
CHAPTER 43

THEY'RE FINALLY HEADING INTO THE SPIRIT WORLD.
MOST OF THE ARMY...
YEAH.
SOON...

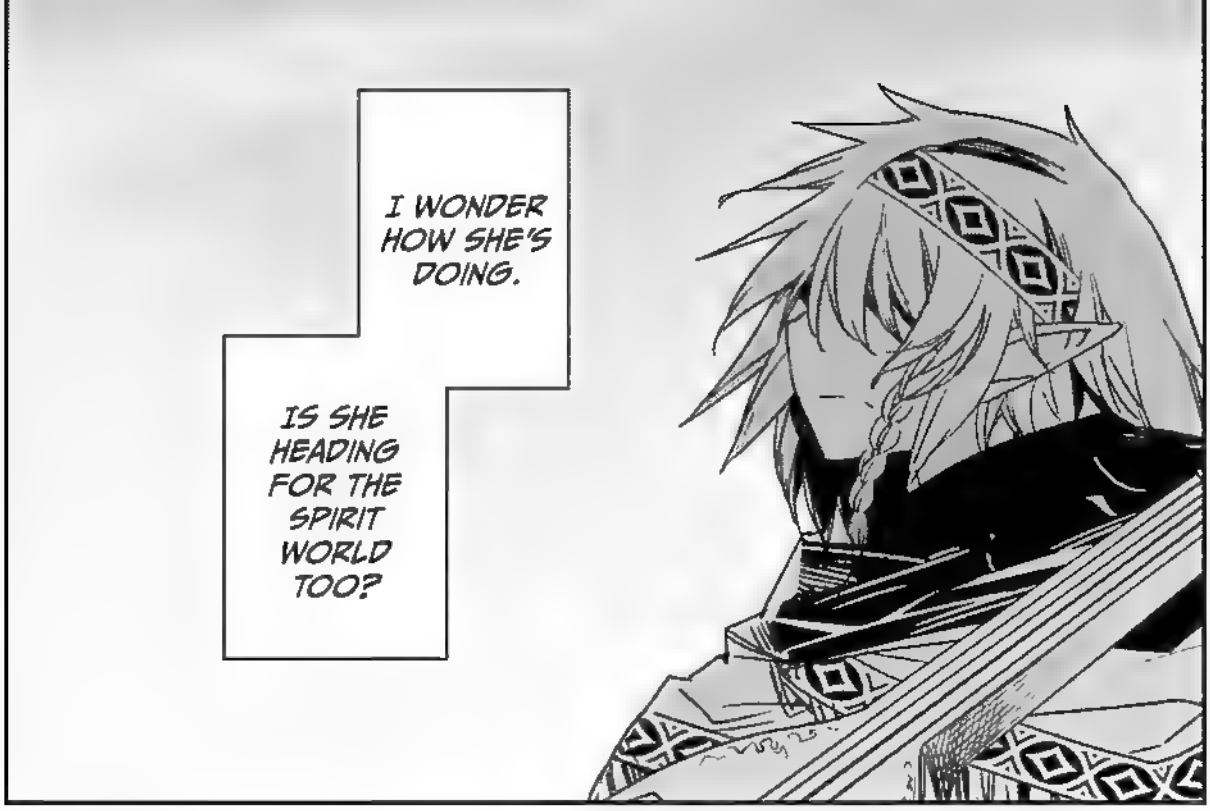

WE HAVE TO TAKE FINANCIAL ADVANTAGE OF THIS SITUATION.
AFTER ALL, THIS ARMY IS HUGE.
WE'LL FOLLOW THE ARMY AND KEEP SELLING OUR SERVICES.
NO.
DOES THAT MEAN WE'RE CLOSING SHOP?

HEY.
IT'S THAT SONG AGAIN.
!
WE'LL CRUSH THOSE DE-MONS.
WE'VE GOT A MASSIVE ARMY WITH US.
HA HA HA
SIGH.
I CAN'T BELIEVE WE'RE GOING TO THE SPIRIT WORLD...

THAT KID, HUH?
SHE'S GOT A NICE VOICE.

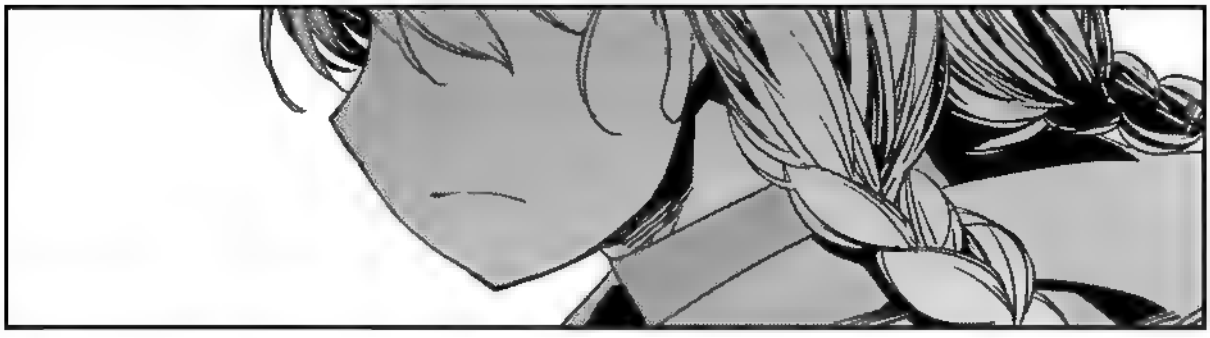
I NEVER THOUGHT I'D BE CROSSING HIS BRIDGE UNDER THESE CIRCUM-STANCES.

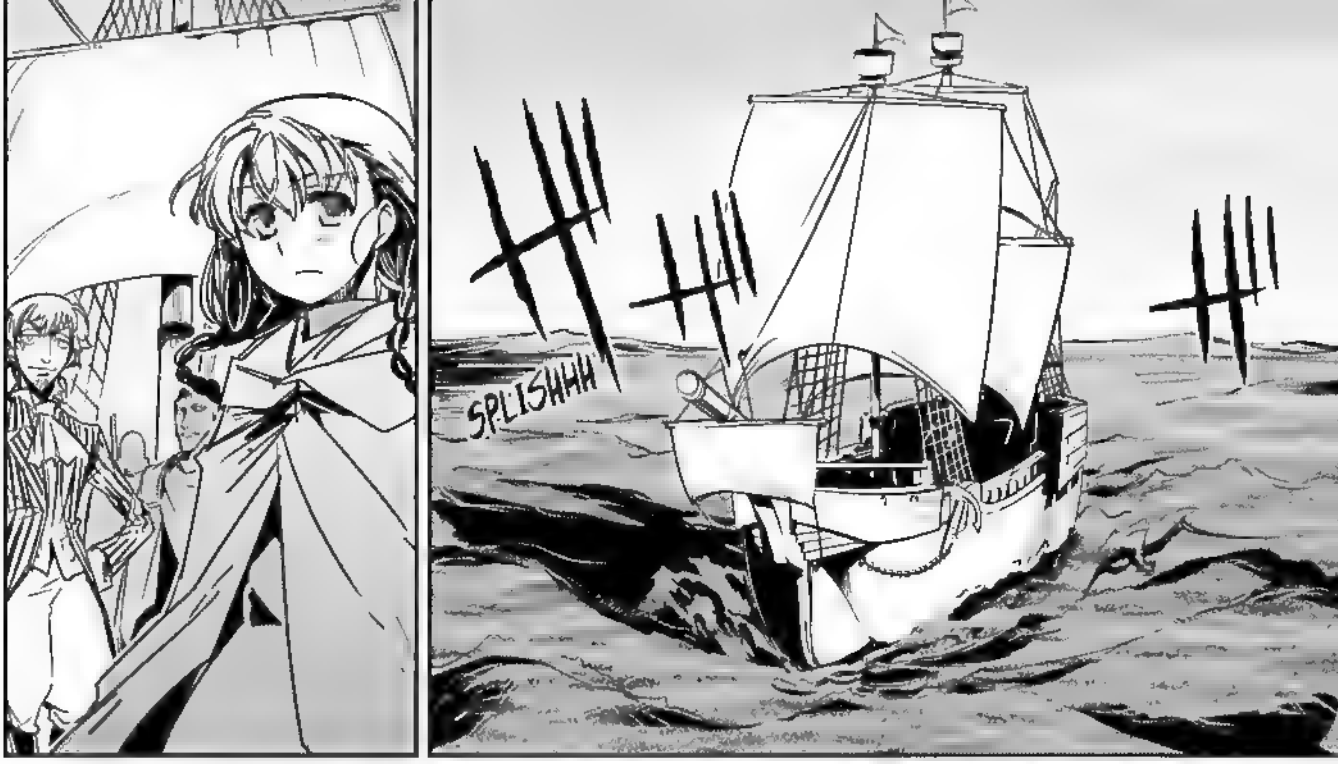
THIS ARMY IS GOING TO THE SPIRIT WORLD...



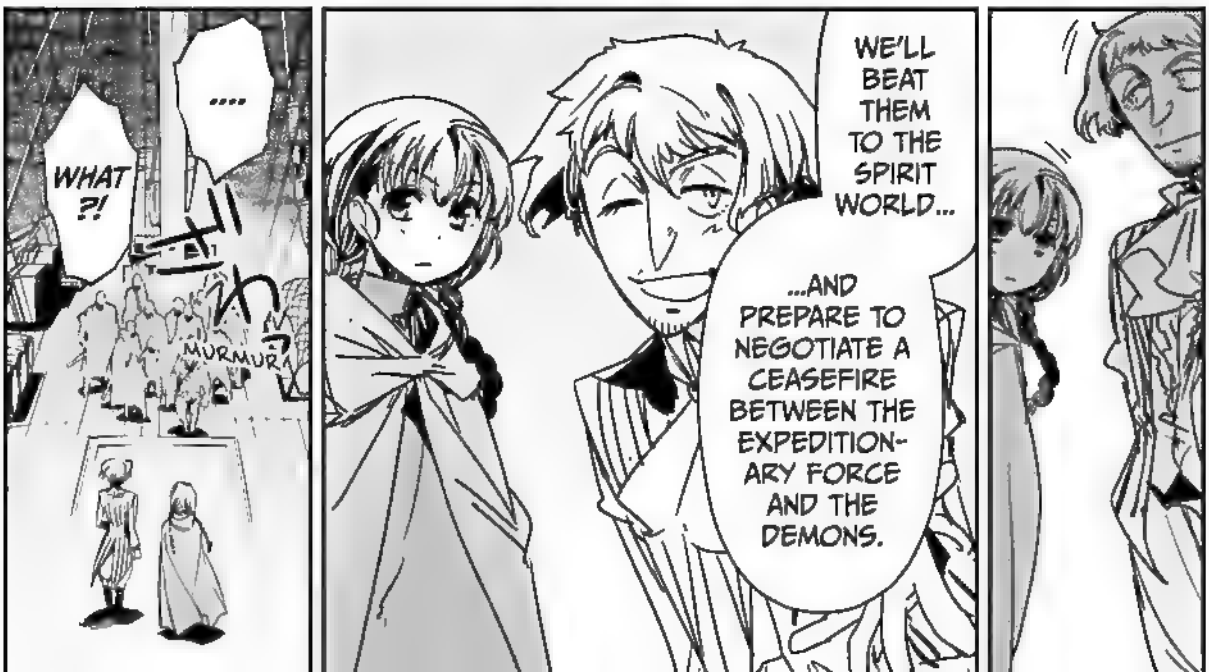
CHAPTER 43 Archenemy and Hero

This City... is Important to Me




SPLISHHH

WE'RE AT SEA.
IT'S TIME YOU TOLD US YOUR GOALS AND THE PURPOSE OF THIS EXPEDITION.
WE KNOW WE'RE HEADING TO THE SPIRIT WORLD FROM THE ANTARCTIC CONTINENT.
WHAT THEN?


....
WHAT?!
MURMUR
WE'LL BEAT THEM TO THE SPIRIT WORLD...
...AND PREPARE TO NEGOTIATE A CEASEFIRE BETWEEN THE EXPEDITIONARY FORCE AND THE DEMONS.

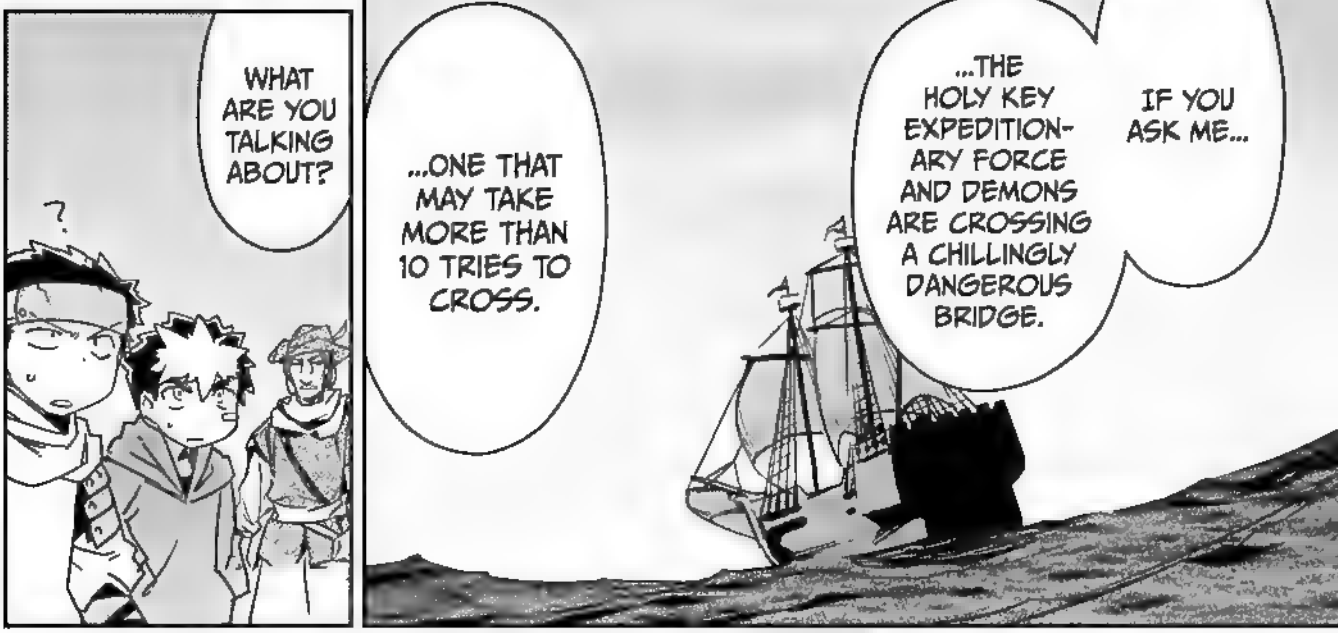
AFTER LEAVING FOR THE SPIRIT WORLD, THEY CAN'T RETURN HOME...
...EMPTY HANDED.
WHATEVER THE DEMONS DO, THE HOLY KEY EXPEDITIONARY FORCE HAS COST A FORTUNE.
MORE THAN HALF THE CONTINENT'S NATIONS ARE PARTICIPATING.
I DON'T ACTUALLY EXPECT TO STOP THE WAR.
EVEN IF THEY DON'T SIGN IT, THE COMMUNICATION SYSTEM ESTABLISHED FOR NEGOTIATIONS WILL STILL BE USEFUL.
A CEASEFIRE AGREEMENT WILL COME IN HANDY THEN.
...THEY'LL HAVE TO MAKE SOME KIND OF COMPROMISE.
WHETHER THE EXPEDITIONARY FORCE WINS OR LOSES...
SPLISHHH
A GAP?
WHAT'S THAT?
MY THINKING DIFFERS FROM THE NOBLE'S SON'S SLIGHTLY.
THERE'S A GAP BETWEEN THE DANGER OF THIS WAR AND THE MENTALITY OF ITS PARTICIPANTS.
I WOULD VERY MUCH LIKE TO STOP THE WAR.
BUT I BELIEVE IT WILL BE DIFFICULT...

HUMANS ARE FREE CREATURES, AND GOVERNMENTS SHOULD BE THE SAME.
WAR IS PAINFUL.
MANY PEOPLE DIE.
THEY ARE HUNGRY AND COLD.
EVERY-THING ABOUT IT IS AWFUL.

...THERE MAY BE SOME PROBLEMS IN THIS WORLD THAT CAN ONLY BE RESOLVED THROUGH WAR.
THOUGH I HATE TO ADMIT IT...
...I DON'T BELIEVE I CAN REJECT WAR ITSELF.
THOUGH I MYSELF HATE WAR...

I BELIEVE WE SHOULD TRY TO COME TO A CEASEFIRE AGREEMENT...
...TO OFFER A CHANCE TO THOSE WHO ACTUALLY WANT TO QUIT.
HOWEVER, DOES EVERYONE PARTICIPATING IN THIS WAR WANT TO BE INVOLVED?
I DON'T THINK SO.

THIS WAR IS MORE DANGEROUS THAN ANY PREVIOUS WAR.
BUT WARS ARE ALWAYS DANGER-OUS.
...OF THE RISKS IN-VOLVED.
THE SITU-ATION HAS ADVANCED DESPITE NOT EVERYONE BEING FULLY AWARE...
SO THEN... WHAT'S THIS GAP YOU MEN-TIONED?
NO... PERHAPS EVERYONE IN THE WORLD.
THE HOLY KEY EXPEDITIONARY FORCE AND DEMONS COULD BE DESTROYED.


IF YOU ASK ME...
...THE HOLY KEY EXPEDITIONARY FORCE AND DEMONS ARE CROSSING A CHILLINGLY DANGEROUS BRIDGE.
...ONE THAT MAY TAKE MORE THAN 10 TRIES TO CROSS.
WHAT ARE YOU TALKING ABOUT?
?

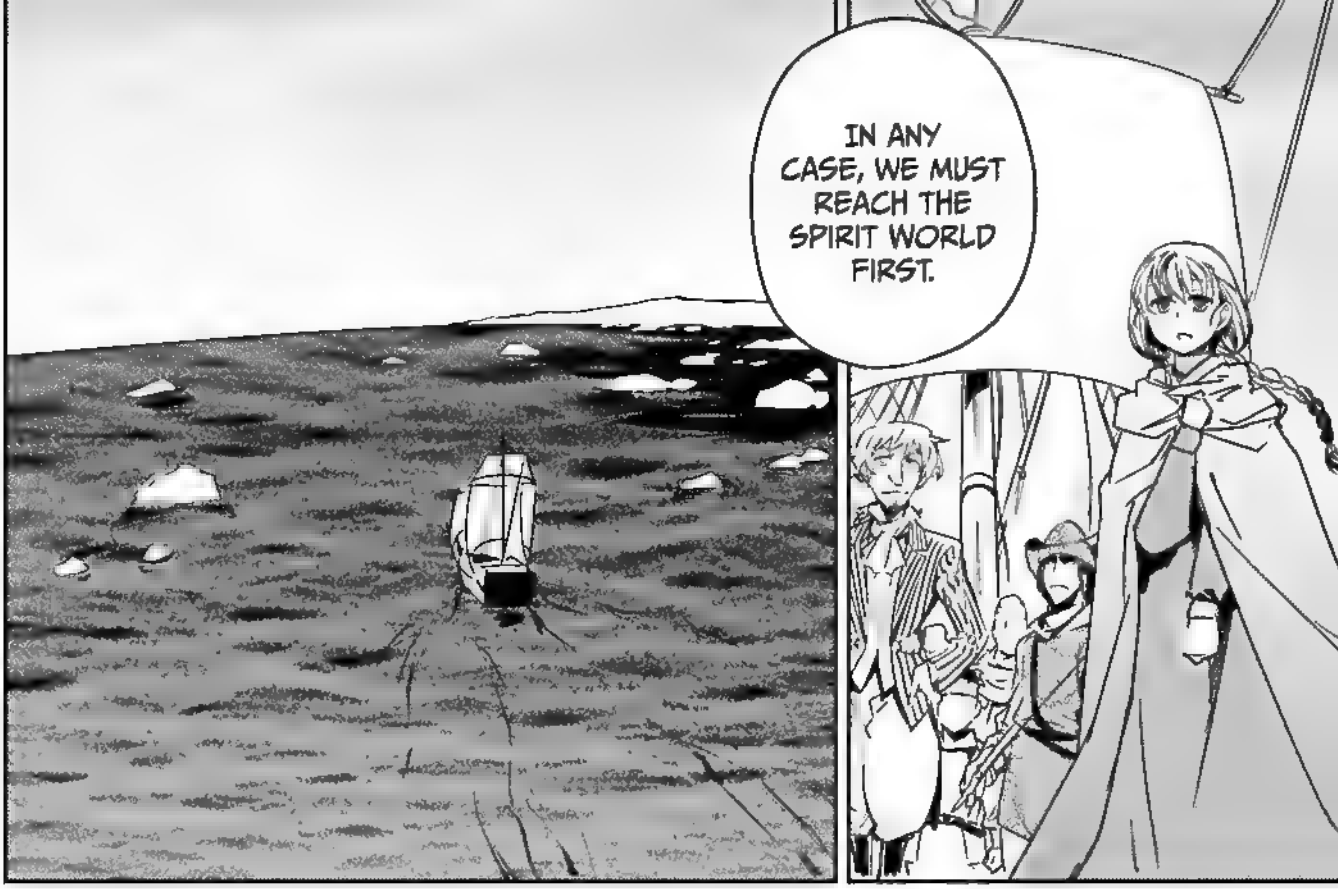
THE RATE OF ATTRITION.
RATE OF ATTRITION?

IT'S THE NUMBER OF PARTICIPANTS WHO DIE IN A SINGLE BATTLE.
ISN'T THAT COMMON SENSE?
GOT IT?
WHAT IS THAT?
WHO KNOWS
IF FORCES OF A THOUSAND MEN FACE OFF, IN ONE DAY'S BATTLE AROUND 20 WILL DIE OR BE SERIOUSLY INJURED.
DEPENDING ON YOUR LUCK, 50 TO 100 MEN WILL BECOME UNABLE TO FIGHT.
THOUGH THEY'LL RECOVER AFTER SIX MONTHS

ONE HUNDRED?!
MURMUR
...THEIR CASUALTIES WILL LIKELY EXCEED 100.
BUT WHEN A THOUSAND SOLDIERS ARMED WITH MUSKETS SQUARE OFF...
I HAVEN'T DONE MUCH RESEARCH...
...THERE'S A CHANCE THEY'LL RECONCILE THE NEXT DAY.
IF THE DAY ENDS WITH A TIE...
IF THEY'RE EQUALLY MATCHED, THE FIGHT DRAGS ON.
THEY BECOME EXHAUSTED.
FOR EXAMPLE, SUPPOSE TWO KNIGHTS EQUIPPED WITH ARMOR AND SWORDS FIGHT.
...IS TERRIFYING BEYOND EXPRESSION.
KILLING YOUR ENEMY BEFORE YOU CAN RECONCILE...
...THE CHANCE THAT WON'T HAPPEN INCREASES.
BUT IN A MUSKET BATTLE...

BESIDES...
...THE DEMONS HAVE MUSKETS TOO.
!!
IS THAT TRUE?!
MURMUR
EVEN IF THEY DIDN'T...
...THE TECHNOLOGY IS CERTAINLY WITHIN THEIR REACH.
MURMUR
NO.
THEY MAY HAVE EVEN MORE POWERFUL WEAPONS...
THIS BLOODTHIRSTY GAME OF TUG OF WAR IS TOO DANGEROUS.
...THIS IS MORE THAN MERCENARIES CAN HANDLE.
PERHAPS THE CHANGING TIMES DEMAND...
...MORE BLOOD THAN ALL THE DEMONS' AND HUMANS' COMBINED.
THAT WOULD MEAN THE END OF THE WORLD.
?

I HAVE A REASONABLE ACQUAINTANCE.
I DON'T THINK...
...THE DEMONS WILL NEED MUCH CONVINCING.
SO...
...WILL THIS TALK OF ATTRITION RATES CONVINCE BOTH SIDES?
SO OUR JOB...
...IS TO PROTECT THE ACTING CAPTAIN WHILE SHE'S TRAVELING THROUGH THE SPIRIT WORLD.
THAT WILL HELP.
KNOWING WHOM YOU'RE DEALING WITH IS A VITAL PART OF NEGOTIATING.
SHE'S SCARY WHEN SHE'S SENSIBLE...
I WON'T BE ALLOWED TO SEE THE LEADERS OF THE HOLY KINGDOM.
EITHER WAY, I'M NOBODY.
WE'LL NEED TO COME UP WITH SOME PLANS...


IN ANY CASE, WE MUST REACH THE SPIRIT WORLD FIRST.

I GUESS WE'LL BUILD IT AS IN-STRUCTED.
YEAH...
IT'S A WEIRD HOUSE, THOUGH.

WINTER KINGDOM CAPITAL

THERE ARE ENTRANCES ON THE SECOND FLOOR...
IT HAS NO STAIRS.
AND THERE'S A GREAT BIG TREE IN THE MIDDLE OF THE HOUSE.
CLANG
CLANG
CLANG
WHO KNOWS...
WHO'S GOING TO LIVE HERE?

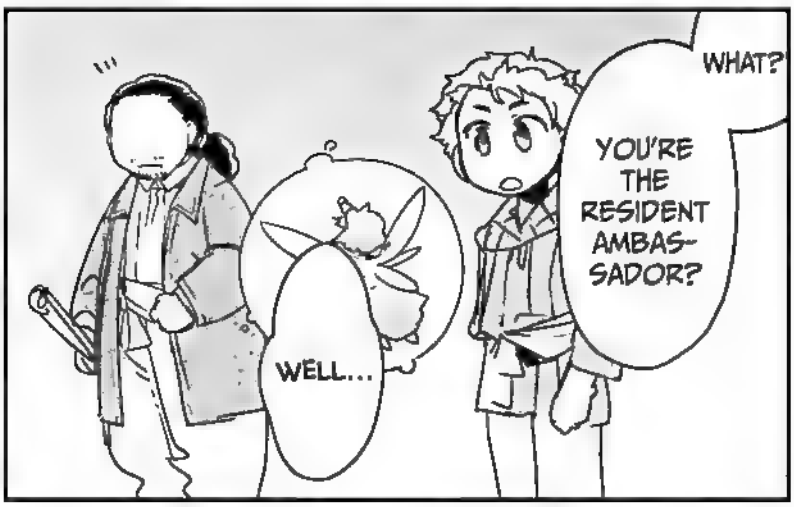
STEP
STEP
STEP
LONELY WINTER KING!
AN ENVOY HAS ARRIVED WITH RELIEF SUPPLIES FROM THE RED HORSE KINGDOM!
I SEE.
RECEIVE THE ENVOY AND ALLOW HIM TO REST.
STEP
STEP
STEP
STEP
CLICK
WHEN WILL YOU MEET HIM?
AFTER THE BANQUET.
YES.
STEP
STEP
STEP

THE KING IS PRETTY COOL.
YEAH.
OUR KING IS THE LEADER OF THE SOUTHERN CONFED-ERATION.

AHEM.
I HAVE THE VERY IMPORTANT JOB OF SERVING AS HER LIAISON.

BY THE WAY, DIDN'T THE FAIRY QUEEN LEAVE?
DID YOU NOT NEED TO GO WITH HER?

SHRIEK
GET BACK TO WORK!

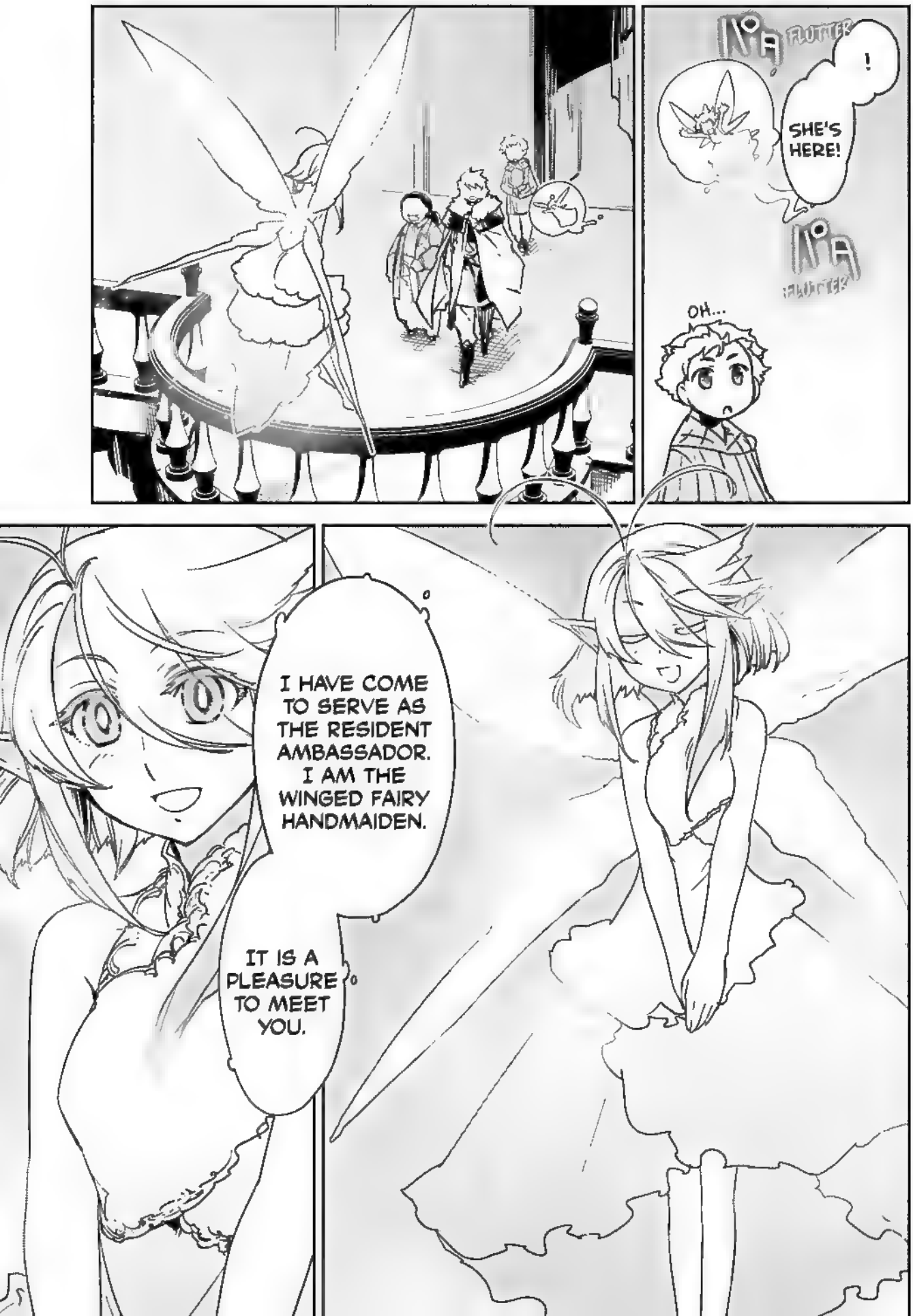

!!!
WELL...
WHAT?
YOU'RE THE RESIDENT AMBAS-SADOR?

!

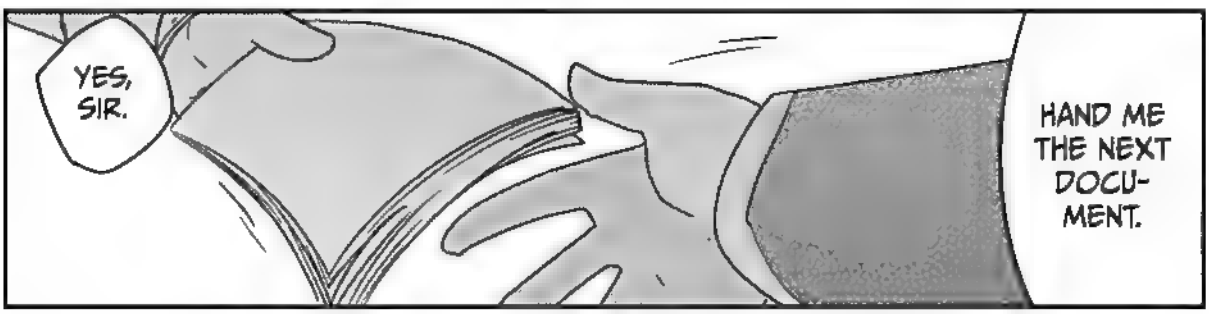
FWIP
YES, SIR!
TREA-
SURER!
THESE WINTER CLOTHES AND NEW COLD WEATHER OUTFITS...
YES, SIR.
WE'VE BEGUN TRAINING THE SOLDIERS.
WE HAVE ENOUGH FOR 3,000 MEN.

AREN'T YOU GOING TO...
...THE SPIRIT WORLD?

I KNOW I CAN'T STOP YOU.
LET ME HELP YOU PREPARE AND PROVIDE LOGISTICAL SUPPORT.
...THANK YOU.

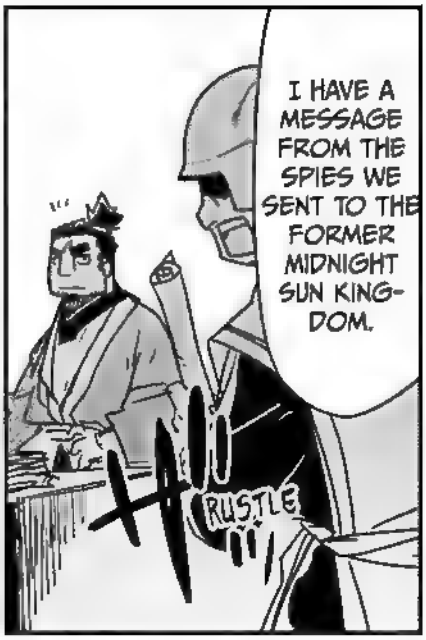

FLUTTER
!
SHE'S HERE!
FLUTTER
OH...
I HAVE COME TO SERVE AS THE RESIDENT AMBASSADOR. I AM THE WINGED FAIRY HANDMAIDEN.
IT IS A PLEASURE TO MEET YOU.

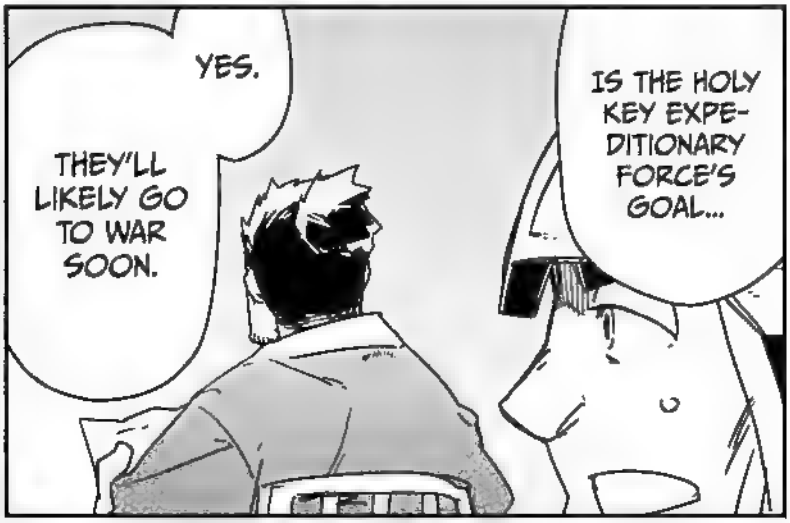
THIS IS MY BIG SISTER.
BOW


YES, SIR.
HAND ME THE NEXT DOCU-MENT.

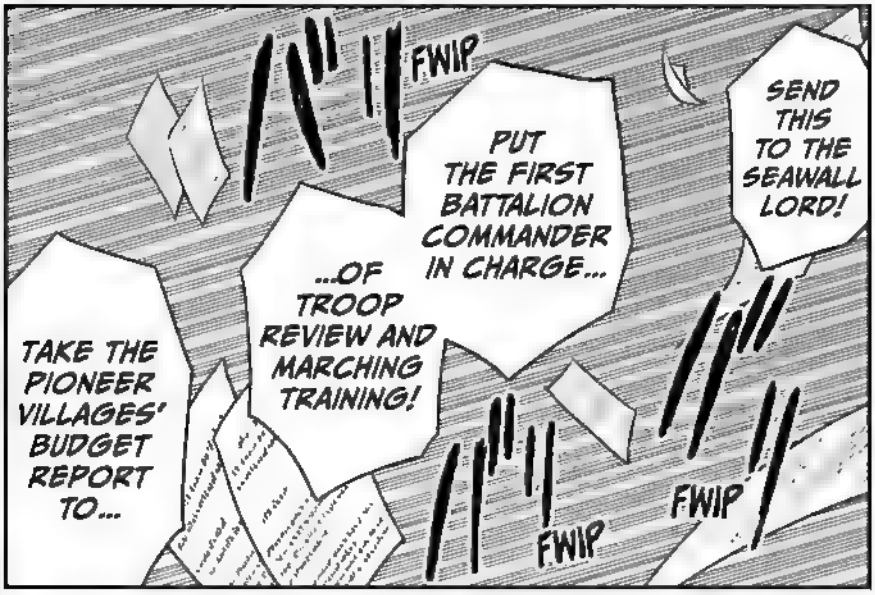
THEY PROBABLY WON'T BE DONE UNTIL NEXT YEAR.
I HOPE THEY FINISH BUILDING THE SIGNAL TOWERS SOON.
WE REALIZED THE IMPORTANCE OF GUARDING OUR BORDERS AFTER THE LAST BATTLE.
COMMUNI-CATION IS IMPORTANT TOO.
THE GUARDS ARE DOING A GOOD JOB.

LARGE WARSHIPS ARE GATHERING IN THE HARBOR.
I SEE...
THE HOLY KEY EXPEDITIONARY FORCE IS DRILLING ITS SOLDIERS.


I HAVE A MESSAGE FROM THE SPIES WE SENT TO THE FORMER MIDNIGHT SUN KINGDOM.
RUSTLE


YES.
THEY'LL LIKELY GO TO WAR SOON.
IS THE HOLY KEY EXPEDITIONARY FORCE'S GOAL...

FWIP
FWIP
FWIP

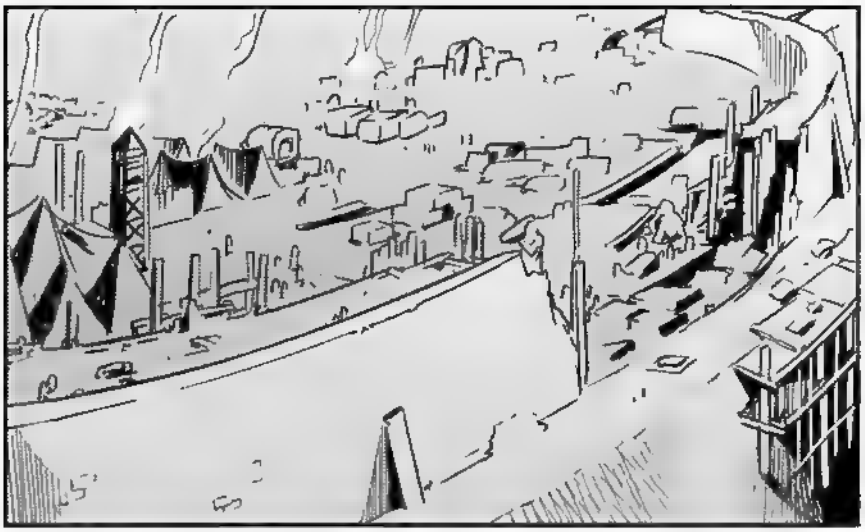

FWIP
PUT THE FIRST BATTALION COMMANDER IN CHARGE...
...OF TROOP REVIEW AND MARCHING TRAINING!
SEND THIS TO THE SEAWALL LORD!
TAKE THE PIONEER VILLAGES' BUDGET REPORT TO...
FWIP
FWIP

WHAT?
NO, SIR.
FINALLY, LIEUTENANT, YOU'LL TRAIN THE GUARDS.
I THOUGHT YOU'D LIKE YOUR OWN RESPONSI-BILITIES...
OH. WELL ...
WHY ARE YOU ASSIGNING JOBS TO EVERYONE?
....
YOU'RE WRONG, SIR.

...I APPRECIATE IT.
NO PROBLEM, SIR.
I'LL FOLLOW YOU...
...TO THE ENDS OF THE EARTH.
OH?
SIR, HOW ARE YOU FEELING...

LOOK AT THIS!
WHO...
WE'RE MISSING SOME OF OUR PLUNDERED MUSKETS?
WHAT ?!
RUSTLE
COM-MANDER.
WE FOUND THIS LETTER WITH THE MUSKETS...
I'M GOING TO BORROW THESE.
SIGNED, THE BUTLER.

BOOM
SHUDDER
SHUDDER
SHUDDER
YES, SIR!
WE MUST DETERMINE ITS QUALITIES AND WEAKNESSES.
THIS IS OUR ENEMY'S NEW WEAPON.
OOH



GALLOP
GALLOP

CLANG
CLANG
CLANG

IT'S A POST-HORSE.

RUMBLE

GALLOP
GALLOP

I HOPE IT'S NOT BAD NEWS...
GATEWAY CITY SELF-RULING COMMITTEE
IS IT ABOUT THE WALL'S CONSTRUC-TION AGAIN?
NOT THIS TIME.
WE HAVE URGENT BUSINESS.
THIS IS A SUDDEN MEETING.
WHAT IS IT?

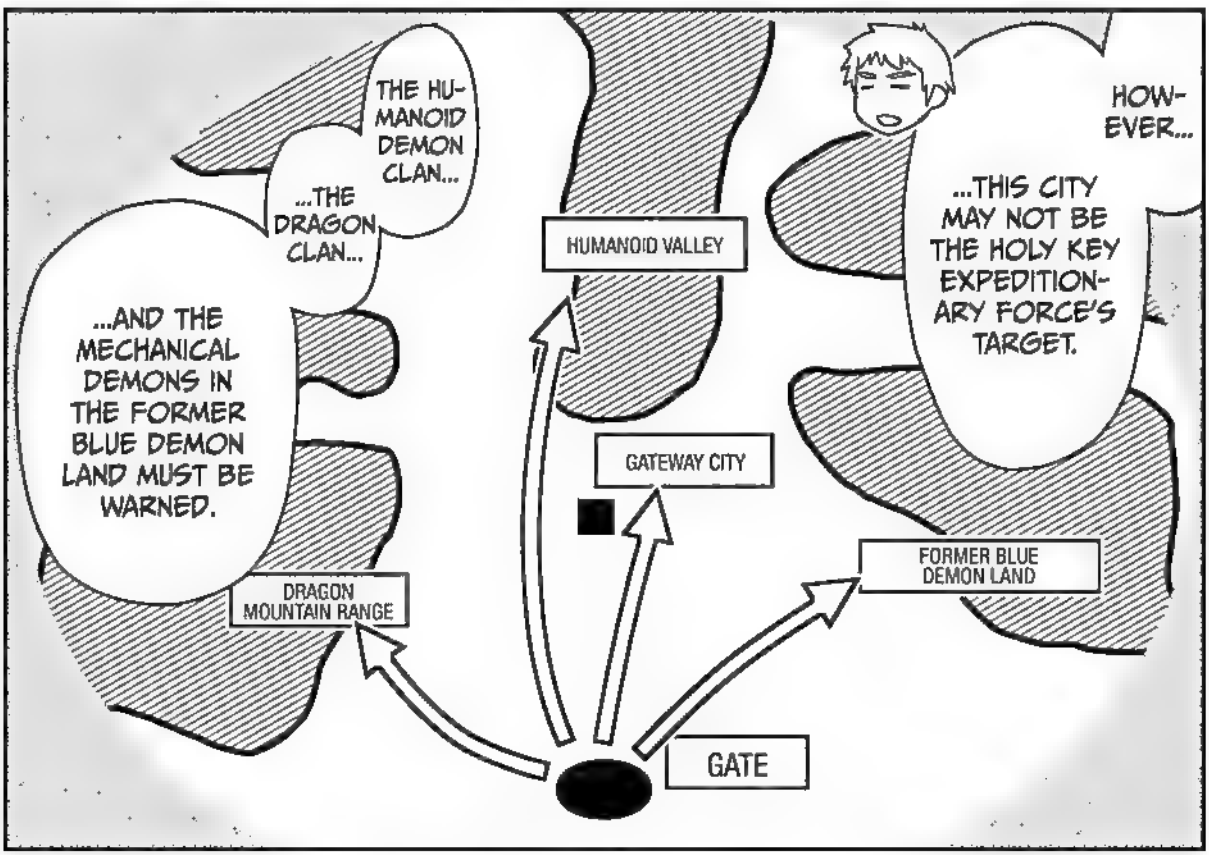
MURMUR
WE EXPECT A HUMAN ARMY...
...TO INVADE THE SPIRIT WORLD SOON.
THE HOLY KEY EXPEDITIONARY FORCE WE TOLD YOU ABOUT WILL BE READY SOON.
WE PREDICT THE HUMAN ARMY WILL HAVE OVER 300,000 SOLDIERS.
THREE HUNDRED THOUSAND?!
CHATTER
EEK!
I'M SORRY!

THEY ARE THE HOLY KEY EXPEDITIONARY FORCE.
IT IS THE HUMAN ARMY THAT CONQUERED THIS CITY ONCE.
MURMUR
MURMUR
THREE HUNDRED THOUSAND...
THAT'S SIX TIMES THIS CITY'S POPULATION.
THOSE HUMANS AGAIN!
HOW MANY TIMES MUST THEY ATTACK THIS CITY?!
I BELIEVE WE MUST COME TO AN AGREEMENT.
I SEE
HMPH
OOH

...THE MAJORITY OF OUR FORCES...
...LEFT WITH THE COMMANDER.
FURTHERMORE, RIGHT NOW THE CITY HAS ONLY 1,500 GUARDS TO KEEP THE PEACE.

THIS CITY HAS ONLY A FEW SOLDIERS.
WE HAVE LESS THAN OTHER CITIES OF OUR SIZE.

MURMUR
MURMUR
CHATTER
CHATTER


THE HUMANOID DEMON CLAN...
...THE DRAGON CLAN...
...AND THE MECHANICAL DEMONS IN THE FORMER BLUE DEMON LAND MUST BE WARNED.
HUMANOID VALLEY
GATEWAY CITY
DRAGON MOUNTAIN RANGE
FORMER BLUE DEMON LAND
GATE
HOWEVER...
...THIS CITY MAY NOT BE THE HOLY KEY EXPEDITIONARY FORCE'S TARGET.

THIS CITY HAS THE LARGEST ACCUMULATION OF GOODS IN THE AREA...
...AND IT'S A MAJOR TRANSPORTATION CENTER.
IT'S MORE PROSPEROUS NOW THAN DURING THE SECOND HOLY KEY EXPEDITIONARY FORCE.
ISN'T THIS CITY MOST LIKELY THEIR TARGET?
YES.
PRACTICALLY SPEAKING, IT'S THEIR ONLY OPTION.
....
MURMUR
MURMUR
MAKING IT RIPE FOR THE PICKING.
I'D LIKE TO HEAR HOW THE CITIZENS FEEL.
WHAT SAY THE HUMAN RESIDENTS OF THE CITY?
HUMAN ELDER.

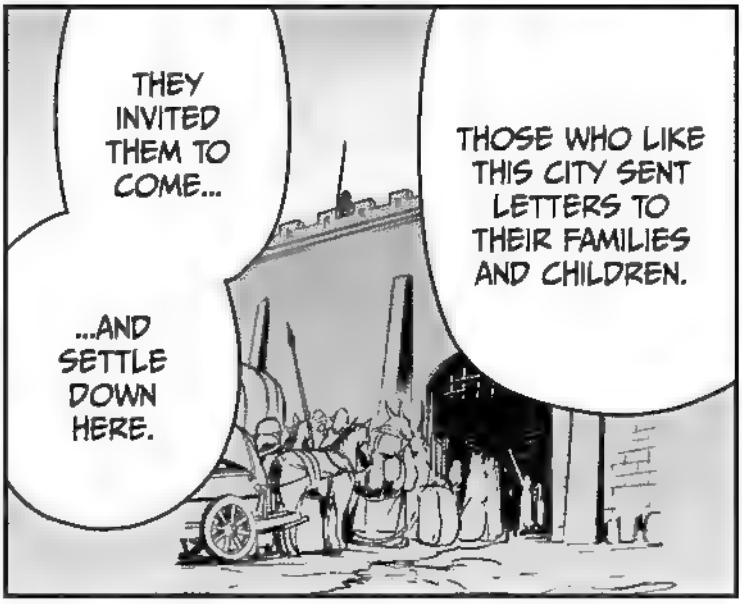
WELL...
EXCLUDING TRAVELING MERCHANTS, MOST HUMANS...
...HAVE NO PLANS TO RETURN TO THEIR HOMES.
THOUGH I WOULDN'T SAY THEY CONSIDER THEMSELVES DEMONS...
...AT THE VERY LEAST, THEY CONSIDER THEMSELVES RESIDENTS OF THIS CITY.
HONESTLY, MOST OF THEM HARDLY UNDERSTAND WHY THIS IS HAPPENING NOW.
IF THE HOLY KEY EXPEDITIONARY FORCE IS COMING TO RESCUE HUMAN PRISONERS...
...THEN THEY TRULY ARE TOO LATE.
BESIDES, THEY ARE NOT TREATED TOO UNFAIRLY.
IF THEY WANTED TO SAVE THEM, THEY SHOULDN'T HAVE ABANDONED THEM IN THE FIRST PLACE.

THAT WOULD BE LUDICROUS!
GRIND
ON THE OTHER HAND...
...IF THEY'RE ACCUSED OF BETRAYING HUMANKIND...
THE HUMANS LEFT BEHIND IN THE CITY...
...DEEPLY RESENT THE COMMANDER WHO ABANDONED THEM.
HE LEFT WITHOUT A WORD TO THE RESIDENTS OF THIS CITY.
ABANDONED AT THE COMMANDER'S DISCRETION...
...WE HAD NO CHOICE BUT TO FIND A WAY TO LIVE IN THIS CITY.
IF THEY ACCUSE US OF TREACHERY NOW...
...WE WILL HAVE NO MORE LOVE FOR THE HUMAN WORLD.
MANY HUMANS FEEL THIS WAY.

HOW-EVER...
...WE HAVE FINALLY ESTABLISHED CONTACT WITH THE HUMAN WORLD.

THOUGH IT HASN'T REACHED THE LEVEL OF TRADE...
...SOME DEGREE OF INTERAC-TION HAS RETURNED.

MANY CRAFTS-MEN AND MERCHANTS CHOSE TO DO THIS.
AS DID I.

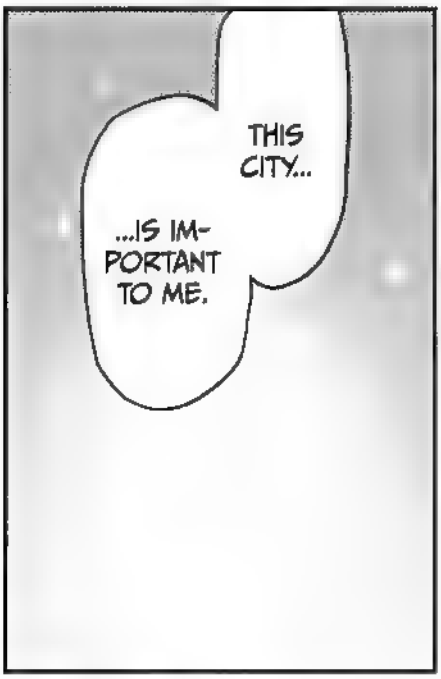

THOSE WHO LIKE THIS CITY SENT LETTERS TO THEIR FAMILIES AND CHILDREN.
THEY INVITED THEM TO COME...
...AND SETTLE DOWN HERE.

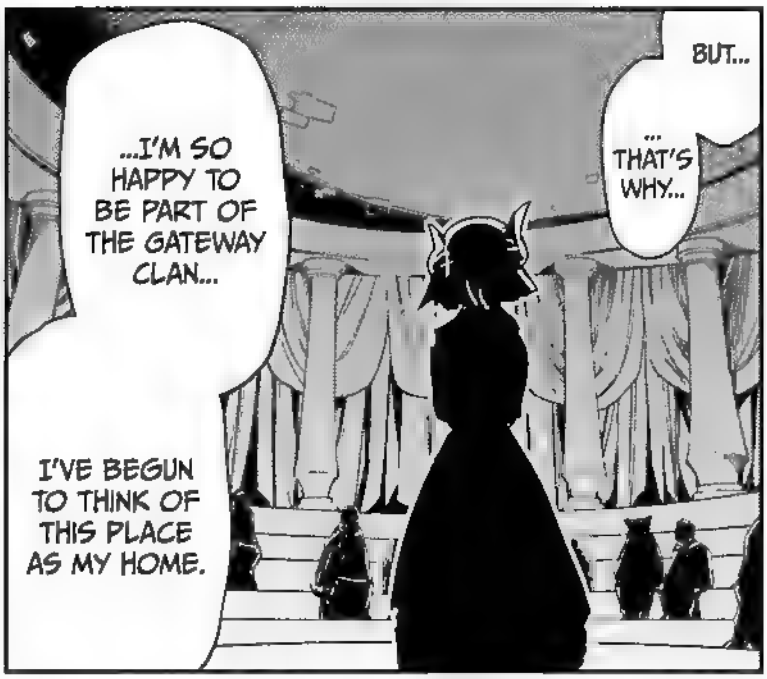
IN THIS VIBRANT CITY WHERE DEMONS AND HUMANS COEXIST...
...MANY CITIZENS FELT THEY COULD MAKE HOMES HERE...
...AND CONDUCT THEIR BUSINESS.

WE HAVE ABSO-LUTELY...
...NO DESIRE FOR WAR.
THEY ABAN-DONED US.
WE WISH THEY WOULD LEAVE US ALONE.
WE AGREE.
THIS ONCE THRIVING TEMPLE CITY...
...IS RENEWING ITSELF AS A CITY OF TRADE.
THE GREATEST FAVOR THEY WOULD DO FOR US IS TO LEAVE US ALONE.
BUT...
THERE'S ALWAYS A "BUT."

MANY ARE DRAWN TO THE RICHES OF COMMERCE.
JUST AS DEMONS ONCE SLAUGHTERED EACH OTHER...
...THIS TIME HUMANS HAVE BEEN DRAWN TO THE CITY.
EXCUSE ME.
WHAT IS IT?
I...
I'M SORRY.
...BUT...
...WE'RE GOING TO LOSE...
... RIGHT?
THINK ABOUT IT.
AN ARMY OF 1,500 SOLDIERS DOESN'T STAND A CHANCE AGAINST 300,000.
YOU'RE ...
YOU'RE RIGHT...
DO YOU THINK WE SHOULD FIGHT BACK?
NO...
NO, MA'AM.
I DON'T...
...EVEN HAVE AN OPINION.

I...
I DON'T EVEN KNOW WHICH CLAN I BELONG TO...
...MA'AM.
I'M A MUTT.
I POSSESS THE BLOOD OF MANY CLANS...

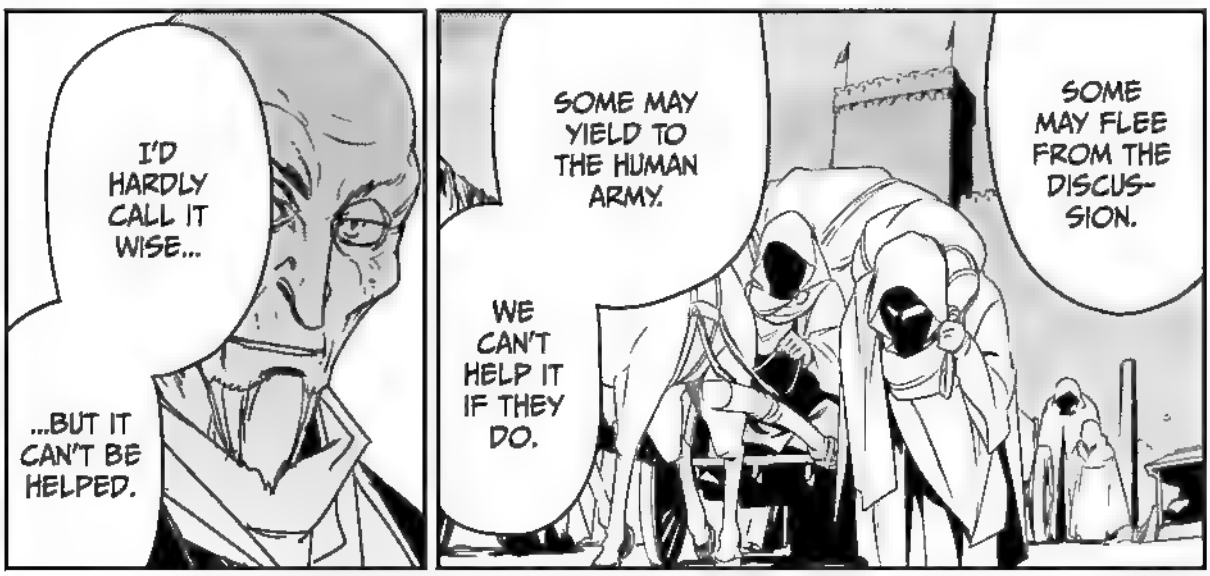

THIS CITY...
...IS IMPORTANT TO ME.


BUT...
...THAT'S WHY...
...I'M SO HAPPY TO BE PART OF THE GATEWAY CLAN...
I'VE BEGUN TO THINK OF THIS PLACE AS MY HOME.

....

THE GATEWAY CLAN VALUES FREEDOM.
IS THAT RIGHT?
SHE'S RIGHT.
I SUPPOSE IT CAN'T BE HELPED.

NOW THEN.
THE SELF-RULING COMMITTEE...
...SHOULD PUBLICLY ANNOUNCE THE TRUTH TO ALL RESIDENTS.
WHETHER IT'S FOR RESISTANCE, SURRENDER...
...OR NEGOTIATIONS...
...I WISH TO HEAR WHAT THEY THINK.


SOME MAY FLEE FROM THE DISCUSSION.
SOME MAY YIELD TO THE HUMAN ARMY.
WE CAN'T HELP IT IF THEY DO.
I'D HARDLY CALL IT WISE...
...BUT IT CAN'T BE HELPED.

I HAVE NO OBJEC-TIONS.
I WOULD RATHER FOLLOW THE WAY OF THE GATE-WAY CLAN THAN BE A WISE MAN THAT HAS LOST HIS WAY.
AMONG DEMONS ...
...EACH CLAN HAS ITS OWN TRADI-TIONS.
...WHETHER TO ABANDON OR PROTECT THIS CITY.
WE MUST DECIDE...
...I WANT YOU TO FEEL IT WAS YOUR CHOICE.
NO MATTER HOW THIS TURNS OUT...
I HOPE YOU WILL DISCUSS THIS MATTER WITH YOUR CLOSE FRIENDS AND ALLIES.
HOPEFULLY THE GREEN SUN WILL ILLUMINATE OUR PATH.

THE SECRET WORKSHOPS ARE NEARLY OUT OF CHARCOAL.
THIS SHOULD DRAMATICALLY REDUCE THE AMOUNT OF SUPPLIES...
...THE HOLY KEY EXPEDITIONARY FORCE RECEIVES.

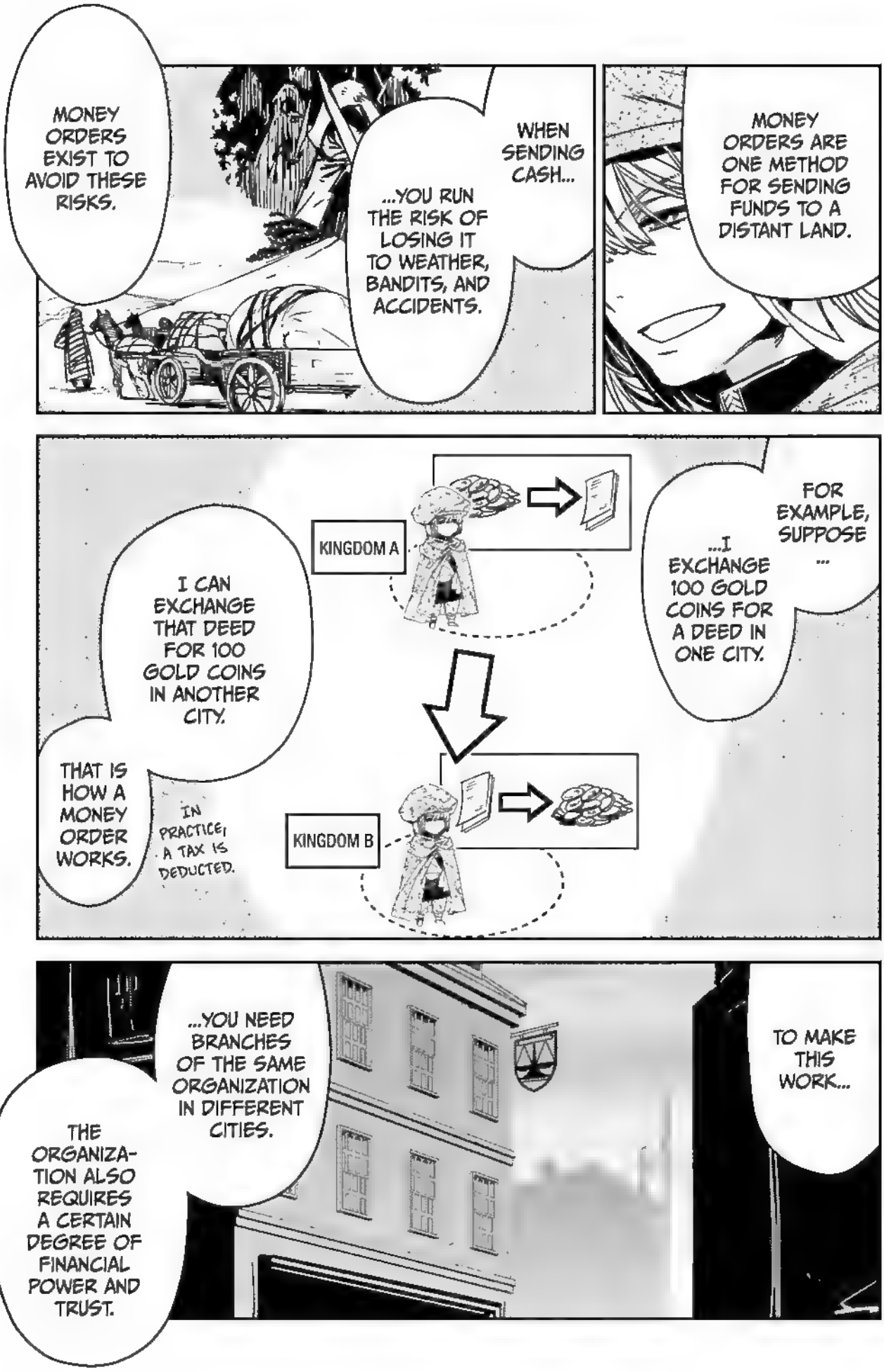
LAKE KINGDOM CAPITAL ALLIANCE HEADQUARTERS

IN HOW MANY CITIES DOES THE ALLIANCE HAVE BANKS?
UM
SIXTY-FOUR, SIR.
IF WE BUILD MORE IN THE SOUTHERN CONFEDERATION, WE'LL HAVE AROUND A HUNDRED.

BUT...
...THIS STILL ISN'T ENOUGH.

...MONEY ORDERS?!
BUT ISN'T THAT TOO RISKY?
I KNOW.

INSTRUCT EVERY BRANCH TO PREPARE TO HANDLE "MONEY ORDERS."


MONEY ORDERS EXIST TO AVOID THESE RISKS.
WHEN SENDING CASH...
...YOU RUN THE RISK OF LOSING IT TO WEATHER, BANDITS, AND ACCIDENTS.
MONEY ORDERS ARE ONE METHOD FOR SENDING FUNDS TO A DISTANT LAND.
FOR EXAMPLE, SUPPOSE ...
...I EXCHANGE 100 GOLD COINS FOR A DEED IN ONE CITY.
KINGDOM A
I CAN EXCHANGE THAT DEED FOR 100 GOLD COINS IN ANOTHER CITY.
THAT IS HOW A MONEY ORDER WORKS.
IN PRACTICE, A TAX IS DEDUCTED.
KINGDOM B
TO MAKE THIS WORK...
...YOU NEED BRANCHES OF THE SAME ORGANIZATION IN DIFFERENT CITIES.
THE ORGANIZATION ALSO REQUIRES A CERTAIN DEGREE OF FINANCIAL POWER AND TRUST.

THE CHURCH OF HOLY LIGHTS IS USING MONEY ORDERS TO RAISE A TREMENDOUS AMOUNT OF MONEY.
WHENEVER THEY SELL A MONEY ORDER, 10 PERCENT GOES INTO THE CHURCH'S PURSE.
WE'LL CUT INTO THE PROFITS THE CHURCH HAS BEEN KEEPING TO ITSELF.
BUT...
...THE CHURCH HAS COUNTLESS BRANCHES. IF WE TAKE THEM HEAD ON...
...OUR ORGANIZATION THAT HAS USED MERCHANTS AND CHANGING SOCIAL CONDITIONS TO CONCEAL OURSELVES...
...WILL DRAW ATTENTION TO ITSELF.
CREAK
WE'LL BE CAREFUL.
BUT...
...THINK ABOUT IT.

HOWEVER, THE CHURCH...
...HAS SENT ITS LEADER THE ARCHBISHOP AWAY FROM THE GAME BOARD.
EVERY ORGANIZATION IS WATCHING EAGERLY FOR AN OPPORTUNITY TO EXPAND ITS REACH.
THIS CONTINENT IS IN THE MIDDLE OF POLITICAL, MILITARY, AND CULTURAL UPHEAVAL.

AS ANOTHER PLAYER, I CAN'T LET THIS CHANCE SLIP BY.

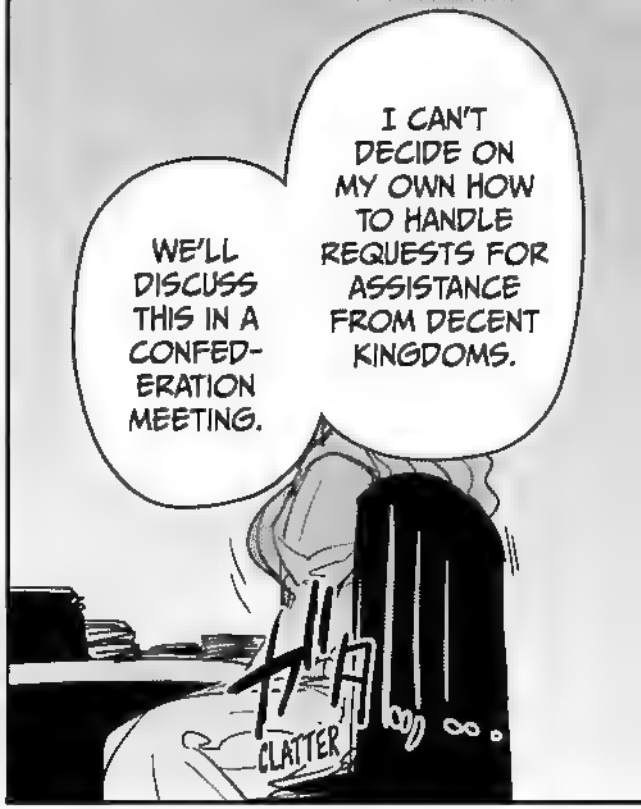
ICE KINGDOM ROYAL PALACE

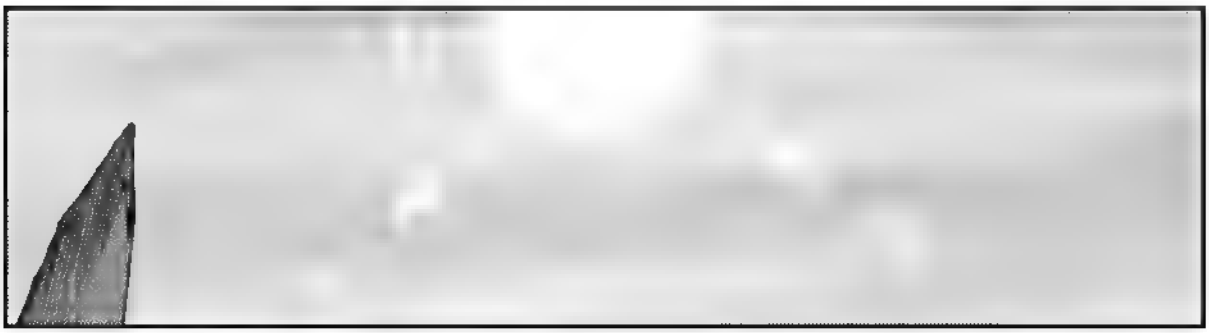
CAN WE WIN?
OF COURSE.

I HAVE DELICIOUS FOOD AND GRACE-FUL MUSIC WAITING FOR ME!
LET ME GO!
YOUR MAJ-ESTY!
DON'T RUN AWAY!
SNEAK
CLICK
YOUR MAJ-ESTY?
YOUR MAJ-ESTY.
NEW LETTERS HAVE ARRIVED.
...BUT I WASN'T EXPECTING THIS MANY LETTERS...
WORD OF THE SMALLPOX VACCINE IS OUT...
WHAT?
...TO THE LAKE KING-DOM AND TREETOP KINGDOM DELIVERED HERE.
WE'RE HAVING ALL THE LETTERS SENT...
THE NOBLE'S SON ARRANGED FOR ALL INFORMATION TO BE COLLECTED HERE.
THIS IS YOUR SPECIALTY.
I WISH I COULD PUSH ALL THIS WORK ONTO THAT GOOD-FOR-NOTHING.

IT'S MOSTLY TRASH.
"THE SMALLPOX VACCINE SHOULD BELONG TO ALL PEOPLE. GIVE US THE VACCINE SO WE MAY RESEARCH IT."
...REVEAL YOUR MEDICAL SECRETS AND SWEAR FEALTY TO OUR NATION."
"IF YOU DO NOT WISH TO FALL PREY TO OUR VALOROUS SOLDIERS ...
"AS A KINGDOM THAT SHARES YOUR SENSE OF PUBLIC DUTY...
...PLEASE DONATE YOUR MEDICINE TO OUR TERRITORY."
WE MUST SEND VACCINES AND MONKS IMMEDIATELY!
THIS IS FROM A FRONTIER TOWN IN THE BRINE KINGDOM ...
CLATTER
"YOUR MAJESTY, HELLO. ALL THE ADULTS IN OUR VILLAGE...
...COLLAPSED FROM SMALLPOX AND TURNED BLACK. WE HAVE NO FOOD.
PLEASE HELP US."
SEND SOMEONE TO CONFIRM THEIR AUTHENTICITY IMMEDIATELY!
....
YES, MA'AM!
WE'VE RECEIVED MANY LETTERS LIKE THIS ONE.
ALL 24 LETTERS ARE WRITTEN IN PRECISELY THE SAME WAY.
WE BELIEVE THEY USE THE SAME PAPER AND INK.
NO.
WAIT A MINUTE.

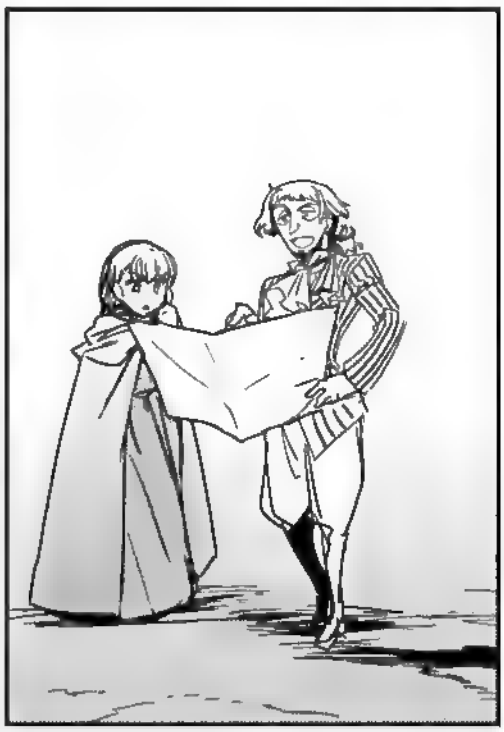
WE MUST BE CAREFUL HOW WE HANDLE IT.
INFOR-MATION ABOUT THE SMALLPOX VACCINE...
...SEEMS TO HAVE MADE WAVES IN EVERY KINGDOM...
PLEASE RETURN TO YOUR ROOM AND KEEP WORKING


I CAN'T DECIDE ON MY OWN HOW TO HANDLE REQUESTS FOR ASSISTANCE FROM DECENT KINGDOMS.
WE'LL DISCUSS THIS IN A CONFED-ERATION MEETING.
CLATTER



IS THAT GREEN LIGHT THE SPIRIT WORLD'S SUN?
MURMUR
OOH
THERE'S RED DIRT EVERY-WHERE YOU LOOK.
WOW.
MURMUR

STAND-IN!



TELL US WHAT YOU'RE PLANNING NEXT.
THAT'S RIGHT.
NOW THAT WE'VE ARRIVED IN THE SPIRIT WORLD, TELL US.
AS I TOLD YOU THE OTHER DAY, THE GOAL OF THIS JOURNEY...
...IS TO GIVE THE DEMONS AND EXPEDITIONARY FORCE A CHANCE TO STOP HOSTILITIES.
...WE'LL IGNORE THE DEMONS FOR NOW.
WE'LL START WITH THE HUMANS OF THE EXPEDI-TIONARY FORCE.

YES.
AT THE VERY LEAST, IT'S NOT IMPOSSIBLE.
YOU THINK THIS WILL WORK?
THEIR FOUNDATION ...?
...THEIR FOUNDATION.
WE WILL TAKE AWAY THE EXPEDITIONARY FORCE'S REASON TO FIGHT.
HOW WILL YOU DO IT?
SEE YOU LATER.
OKAY.
BEFORE WE MEET THEM...
...WE MUST ESTABLISH NEGOTIATIONS.
THERE IS SOMETHING I NEED TO DO THAT.

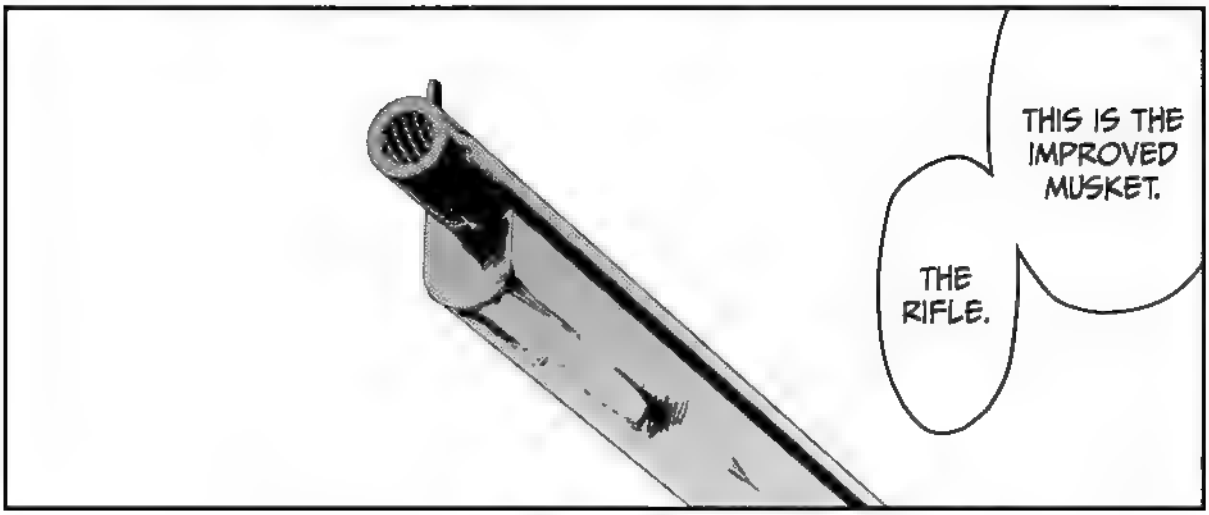
I'M HEADED FOR GATEWAY CITY, THE LARGEST TRADE CITY IN THIS AREA.
WE NEED INFORMATION AND SUPPLIES.
I HAVE SOME RESEARCH TO DO TOO.
SERIOUSLY, BROTHER?
I'LL BE GOING AWAY FOR A WHILE.
WHERE ARE YOU GOING?
I'M STARTING TO MISS WOMEN AND ALCOHOL TOO.
I'D LIKE TO TAKE A BATH.
WHY ARE YOU REALLY GOING?
I'VE TALKED TO HER ABOUT IT.
I'LL MEET YOU AT YOUR NEXT DESTINATION.
WELL...
I'LL DO MY JOB.
DON'T WORRY.

WE'RE GOING WITH THE STAND-IN, THEN?
WHERE ARE WE HEADED?
DRAGON TERRI-TORY.
THE FIERY MOUNTAIN RANGE AT THE CENTER OF THE DRAGON CLAN'S LAND.
FIERY MOUN-TAIN RANGE ...?
DRAGON CLAN?!
RUMORED TO BE THE STRONGEST OF THE DEMON CLANS...?!
YES.
THEY'RE ONE OF THE SPIRIT WORLD'S OLDEST AND MOST PROSPEROUS CLANS.

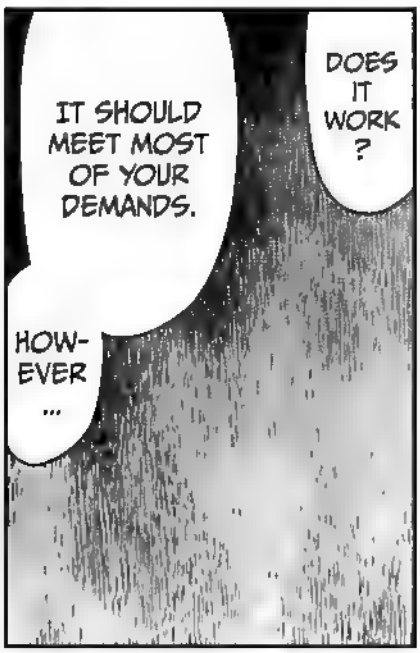
I MUST BORROW A 10,000-YEAR-OLD TREASURE FROM THE DRAGON CLAN.

THIS...
...IS THE IMPROVED MUSKET..!
IT'S DONE.
CLUNK
INSIDE ...?
WHAT'S THIS?
IT DOESN'T LOOK DIFFERENT...
NOT ON THE OUT-SIDE.
LOOK INSIDE THE BARREL.

YES.
GROOVES ?
THEY'RE SPIRALING TOWARD THE INSIDE...

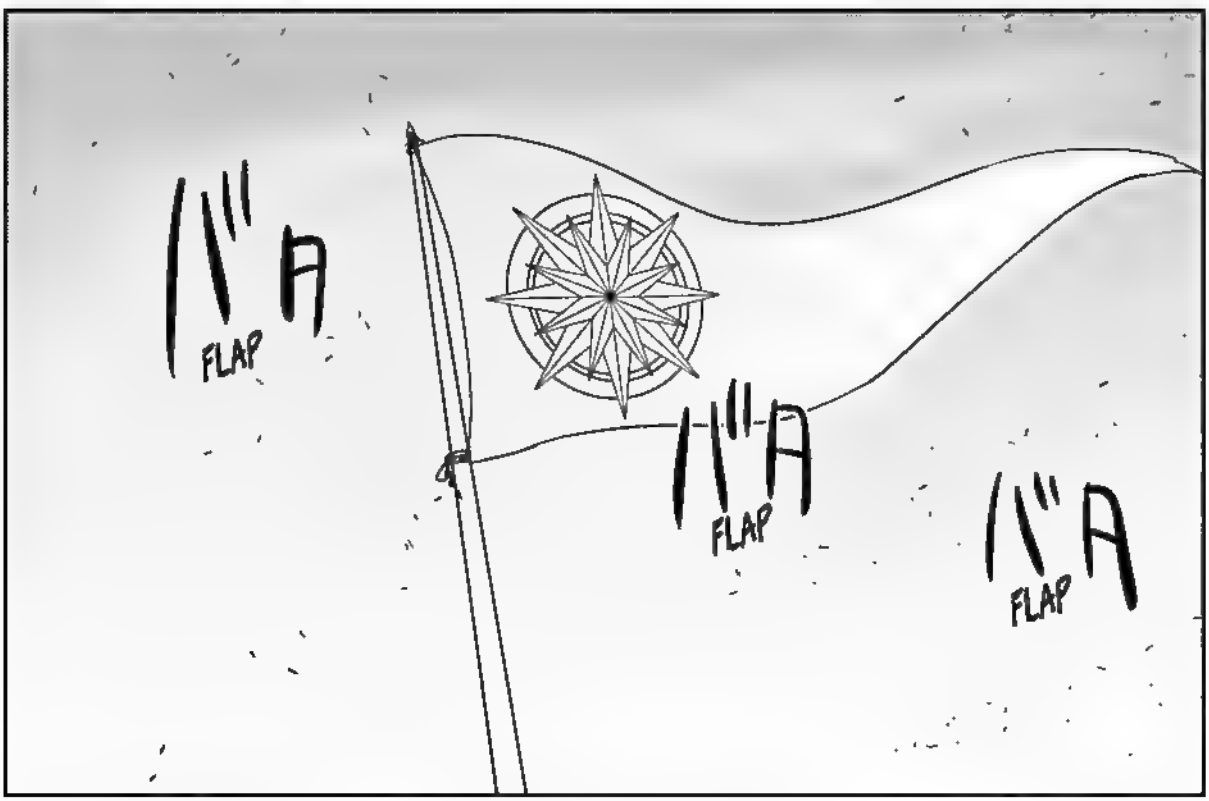

THIS IS THE IMPROVED MUSKET.
THE RIFLE.

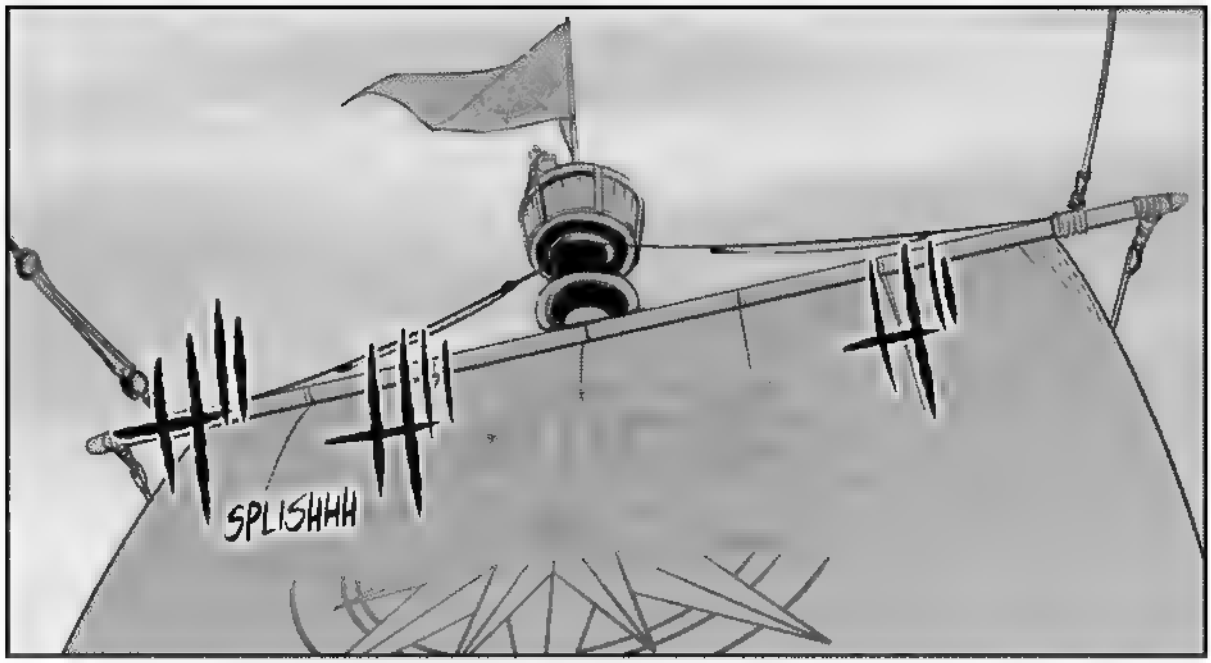
YES.
OUR PRODUCTION DOESN'T COMPARE TO THE HOLY KINGDOM'S.
WE NEED TO COME UP WITH A STRATEGY TO FIGHT ALL THOSE MUSKETS WITH ONLY A FEW RIFLES.


DOES IT WORK ?
IT SHOULD MEET MOST OF YOUR DEMANDS.
HOW-EVER ...

I'M SORRY, BUT THIS IS ALL I CAN DO.
I'VE HIRED CRAFTS-MEN IN THE IRON KINGDOM ...
...TO KEEP PRODUCING MORE OF THESE.
THERE IS SOMETHING I MUST DO.

AS THE DEMON QUEEN.
RUSTLE

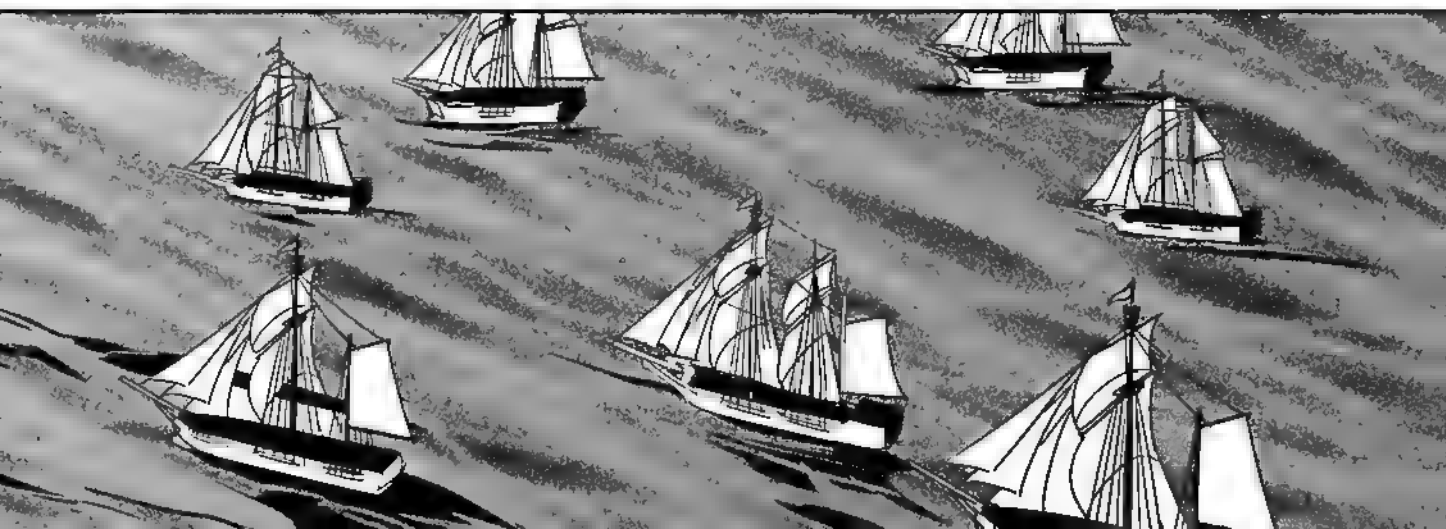

FLAP
FLAP
FLAP


SPLISHHH

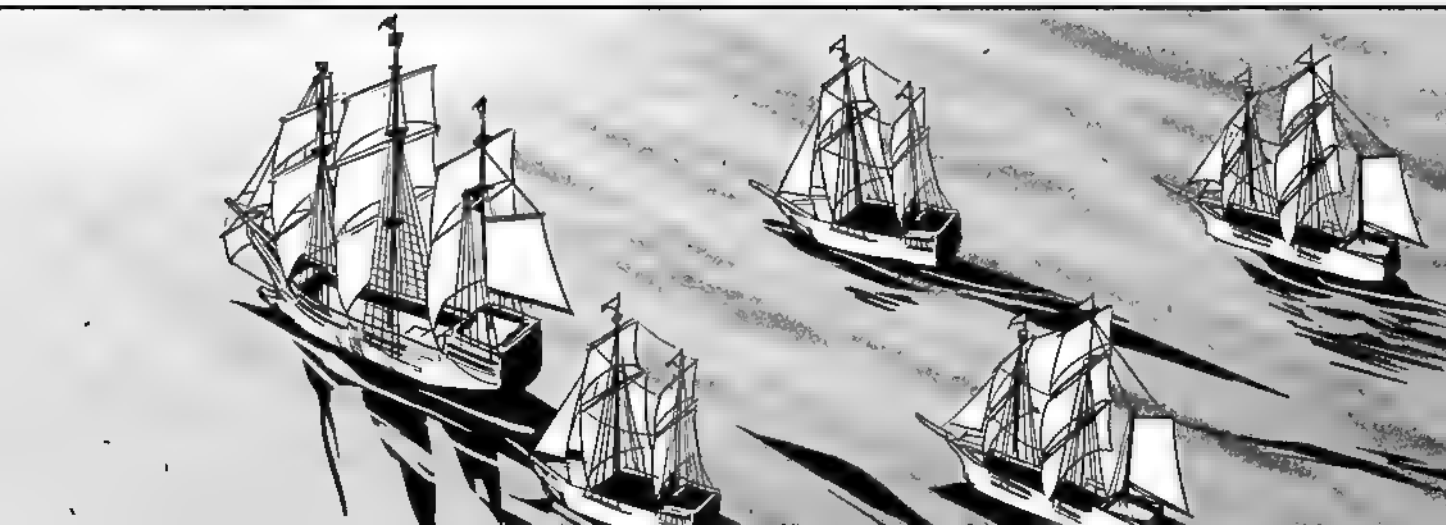
SPISHHH

SPISHHH

SPISHHH



HH HH HH
SPISHHH



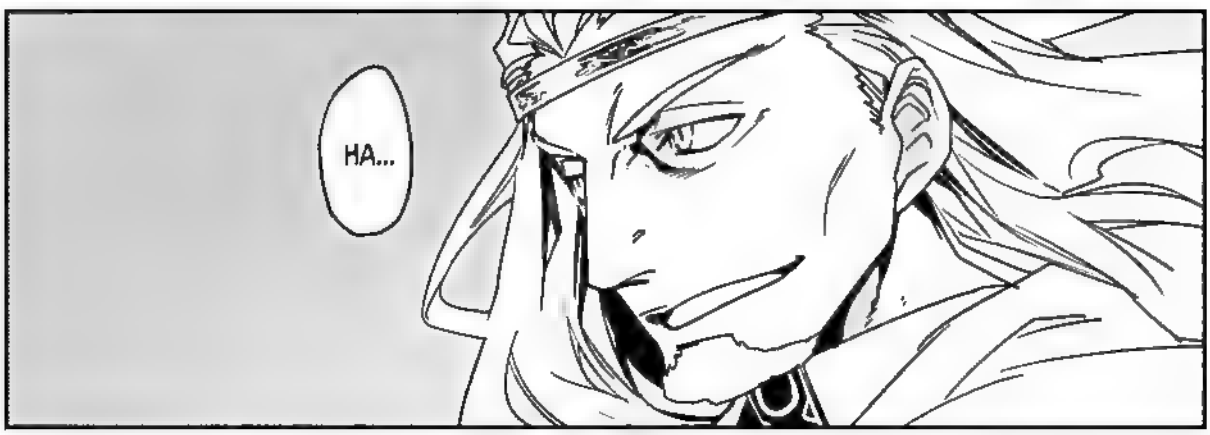
WE HAVE ROUGHLY 243,000 TROOPS.

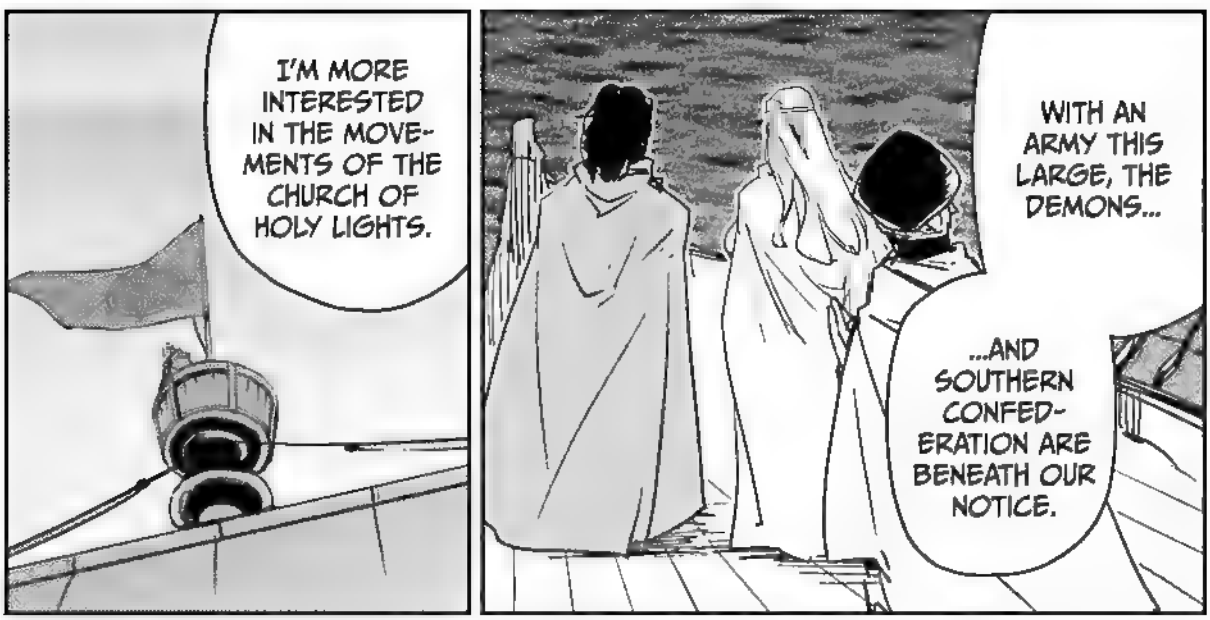
OF THOSE, 100,000 ARE MUSKETMEN.
THE REMAINING 108,000 ARE SPEARMEN AND PAVISIERS.

OVER 200,000 SERFS TURNED INFANTRY-MEN.

WE ALSO HAVE 80,000 NON-MILITARY PARTICIPANTS.
THIRTY-FIVE THOUSAND NOBLE SOLDIERS.
TEN THOUSAND OF THOSE ARE MOUNTED.
I DON'T LIKE THE IDEA OF NON-MILITARY PARTICIPANTS.
DON'T BE THAT WAY.
THEY'RE CRAFTSMEN AND KITCHEN-MAIDS.
THEY'RE MER-CHANTS.
WITHOUT THEM, EVEN WITH ALL THE TRANSPORT COMPANIES IN THE WORLD...
...OUR ARMY STILL WOULDN'T FUNCTION.

NO MAN...
...HAS EVER LED AN ARMY THIS LARGE.
THE VIEW IS MAGNIF-ICENT.


HA...


I'M MORE INTERESTED IN THE MOVE-MENTS OF THE CHURCH OF HOLY LIGHTS.
WITH AN ARMY THIS LARGE, THE DEMONS...
...AND SOUTHERN CONFED-ERATION ARE BENEATH OUR NOTICE.

THE EXPEDITIONARY FORCE WAS DISPATCHED UNDER THE GUISE OF RELIGIOUS PURPOSES...
...BUT IT'S STRANGE FOR THE ARCHBISHOP TO ACCOMPANY THE ARMY.
HOWEVER, AS LONG AS WE REMAIN IN COMMAND...
...WE REMAIN IN CONTROL.
STEP
STEP
STEP
STEP
STEP
STEP
BESIDES ...
...WE'VE ACQUIRED A MYSTERIOUS BUT FORMIDABLE ALLY.
MUNCH
MUNCH
RUSTLE

YOU'RE EATING? PLEASE EXCUSE US.
NO PROB-LEM.
SORRY I STARTED EATING WITHOUT YOU.

MUNCH
MUNCH
MUNCH
MUNCH

HOW DOES IT TASTE?
MUNCH
MUNCH
IT'S GREAT.
THIS MEAT IS EXCEL-LENT!

YEAH.
NO HUMAN KNOWS MORE THAN I DO ABOUT THE SPIRIT WORLD AND DEMONS

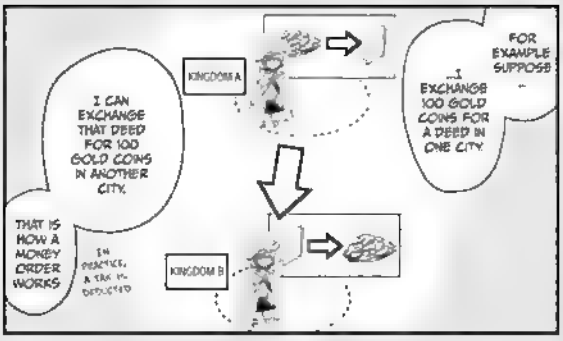
A SPIRIT WORLD GUIDE.
WE COULDN'T ASK FOR A MORE DEPENDABLE ALLY.

THE END

CHAPTER 43
This City... is Important to Me

THE ADVANTAGES AND BIRTH OF MONEY ORDERS

Money orders made it possible to exchange currency without transporting it directly. Massive amounts of capital backing provide trust in the system.


I CAN EXCHANGE THAT DEED FOR 100 GOLD COINS IN ANOTHER CITY.
KINGDOM A
FOR EXAMPLE SUPPOSE ...
...I EXCHANGE 100 GOLD COINS FOR A DEED IN ONE CITY.
THAT IS HOW A MONEY ORDER WORKS
IN PRACTICE, A FEE IS DEDUCTED
KINGDOM B

Money orders require each branch of the organization handling them to possess a certain amount of funds, but they make a profit through commissions.

THE MONEY ORDER SYSTEM BORN IN NORTHERN ITALY

Money orders are a method for settling an account (such as paying off a debt) without exchanging cash. The advantage of money orders lies in the ability for two people separated by distance to make a transaction without transporting currency.

The most common examples are deposits at banks or bills of exchange used between companies. In modern society, they are used every day.

The system that led to modern money orders first appeared during the 13th Century in Northern Italy.

In Europe, beginning in the 8th Century, pressure from Islamic forces caused a decline in trade, but the stabilizing feudal system and improvements in agricultural methods led to an increase in population. During the 11th and 12th Centuries, the Islamic forces retreated, and trade in the Mediterranean Sea was revitalized.

The city states of Northern Italy, including Venice, flourished through trade with the Levant region (modern Syria and Lebanon). Along with banks and companies, money orders were born.

At the time, the city states of Northern Italy issued their own currencies, and money changers existed to exchange one type of currency for another. Later, to avoid the risks involved in transporting cash, money-changers hired notaries to create notarized documents for payment. These served as the prototype for money orders.

Later, Italian money-changers moved into major cities of every nation. In addition to exchanging currencies, they also collected church taxes and ran exchange businesses, eventually becoming banks. The historic and famous Medici family was one of many families that transformed from money-changers to bankers.

WHENEVER THEY SELL A MONEY ORDER, 10 PERCENT GOES INTO THE CHURCH'S PURSE
THE CHURCH OF HOLY LIGHTS IS USING MONEY ORDERS TO RAISE A TREMENDOUS AMOUNT OF MONEY.

The church, which has been the only organization handling money orders, collects 10 percent as a commission to fill their coffers.

Money order systems only exist when customers believe they will be paid. Therefore, organizations handling money orders must always have a certain amount of money on hand.

In this work, the Alliance has opened a number of banks. However, they have not previously handled money orders. In recent years, the Alliance has made a considerable profit through the efforts of the Young Merchant, but some of its members are still hesitant to get involved in money orders.

Dealing with money orders on a regular basis requires a massive amount of funds.

SEEN WITH THESE EYES

Special Appendix

ILLUSTRATION GALLERY

MAOYU : Archenemy and Hero
"Become mine, Hero" "I refuse!"
Volume 13

KADOKAWA MANGA

Art by
Akira Ishida

Original Work by
Mamare Touno

Character Design by
Keinojou Mizutama and toi8

MAOYU MAOU YUUSHA
"KONO WARENO MONOTONARE, YUUSHAYO" "KOTOWARU!"

© Akira ISHIDA 2015
© 2011 Touno Mamare

KADOKAWA CORPORATION
2-13-3 Fujimi Chiyoda-ku Tokyo, 102-8177 JAPAN

T+
OLDER TEEN

Translation/Wowmax Media! LLC
Lettering and Design/Keiran O'Leary
Editor/Eric Searleman